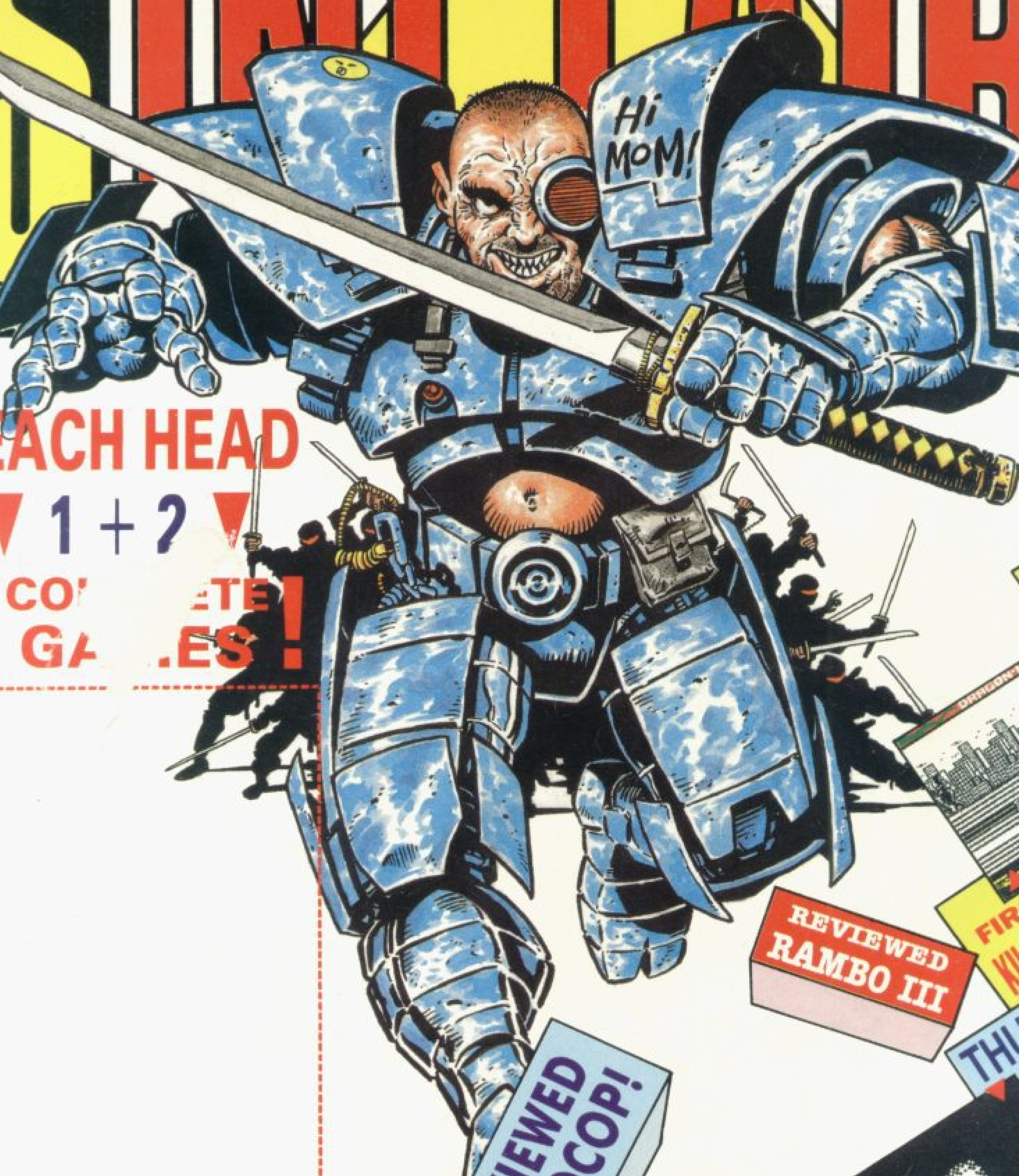
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EDITOR **Graham 'Oh God?' Taylor** DEPUTY EDITOR **Jim 'unsound' Douglas** PRODUCTION EDITOR **Alison 'Where's my red pen?' Skeat** ART EDITOR **Tim 'woops' Noonan** ADVENTURE **The Sorceress** ZAPCHAT **Jon Riglar** TECHNICAL **Andrew Hewson, Rupert Goodwins** CONTRIBUTORS **Tony 'leather' Dillon, Chris 'snivel' Jenkins** ADVERTISEMENT MANAGER **Katherine Lee** SENIOR SALES **Shane Hussien** AD PRODUCTION **Emma Ward** PUBLISHER'S ASSISTANT **Debbie Pearson** PUBLISHER **Terry 'oops there goes another one' Pratt** MARKETING **Clive 'cheery' Pembridge**
Phone: **01-251 6222** Fax: **01-608 2696**

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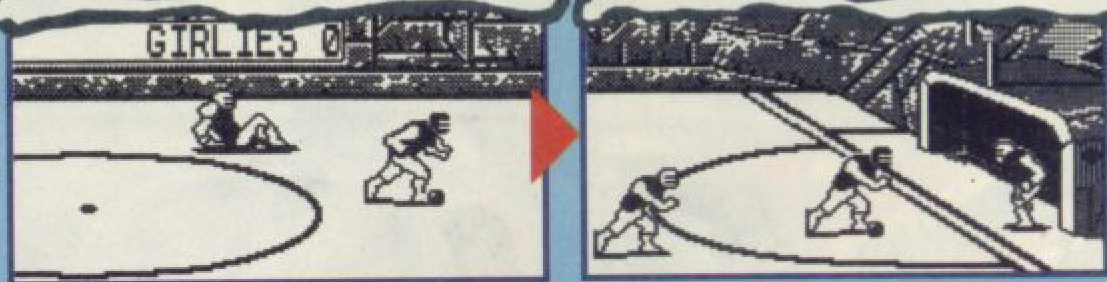
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CONT

PREVIEWS 100

There aren't any. Well alright then there are a couple. We bring you ultra hot information about Blasteroids, Skate-ball, Sanction **and loads more. Well a bit more anyway.**



PC200 SOFTWARE 46

Well there may not be many machines out there but we thought you'd like to take a look at what's availalbe. (DEAR AMSTRAD, don't you think it might be a nice idea to get us a proper loan machine, I mean it's not as if we think we're important or anything, but we would like one...)

MEGATAPE II 8

What a special Christmassy treat we've got for you! Two of the most addictive games ever created on one tape – Beacheads One **and** Two**! Two fabulous, award winning, arcadey strategical wonders of coding just for you. (That's enough twee sentimentality – GT) Plus Pokes, special Wooweee loader and berilliant playable demo. As a special SU Christmas present it's even better than socks.**

COMPETITIONS

WIN A SKATEBOARD 22

Skeewoooooooshhhhsplat. Do you want to risk hurting yourself quite badly? Then enter our fabulous competition to win a Transmission skulls and bones ultra slick board.

AFTER-BURNER PT2 32

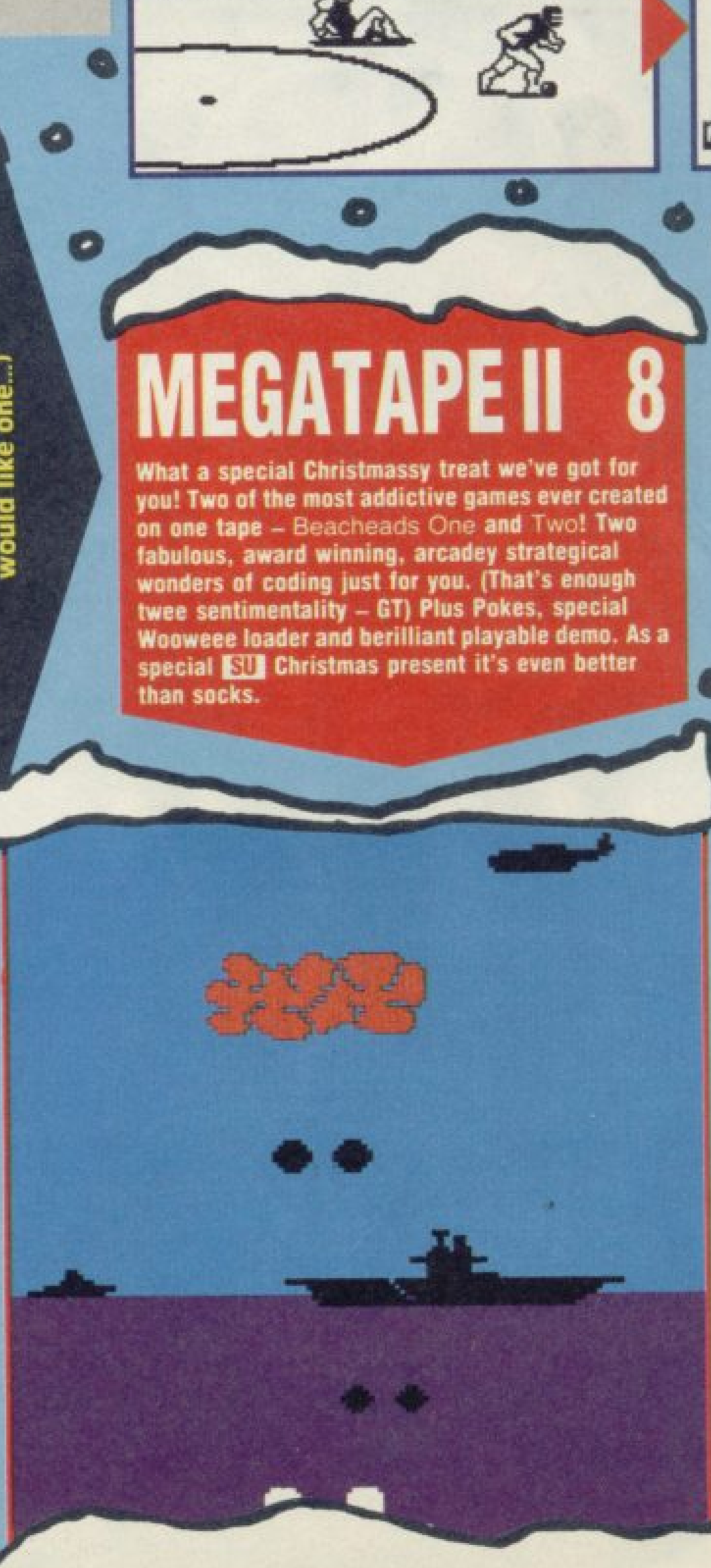
OK then, part two of our fabulous competition. Count up all the special logos in this issue add them to the logos you counted in last issue and wamoo blam, an Afterburner Machine could be winging its way to you.

RETURN OF THE JEDI 80

Send us a piccy of yourself and the reader who looks most like an Ewok wins a prize. Naah, not really – answer our questions and you could win RETURN OF THE JEDI on video. Check it out NOW!

AIRBORNE RANGER 48

If you're the whooshing around in a fighter plane type then you'd probably also like to have a mega military tent of your very own (can't see the connection myself – GT). Enter this compo and that tent could be dropped out of a plane and parachuted to your front door.



STARS AND THEIR SPECS PT2 56

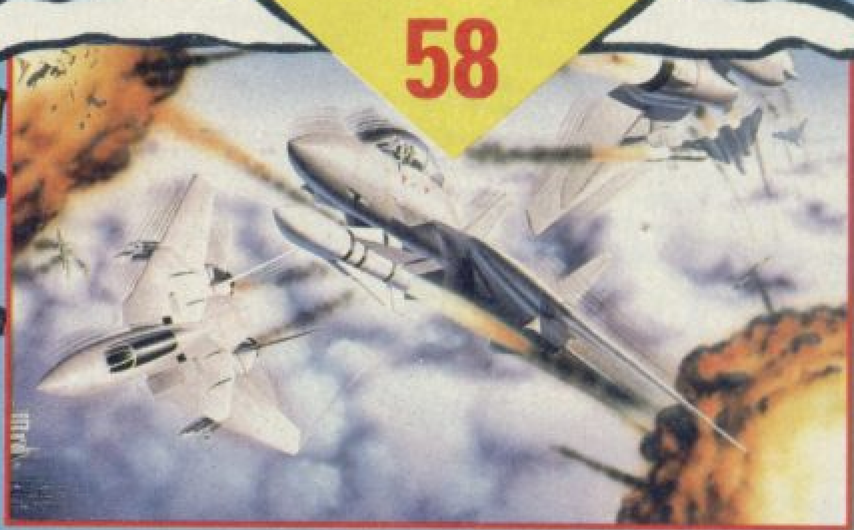
What do Stars do with their Spectrums? We interviewed a host of the most famous people in the world, most of whom had Spectrums and asked them about their leisure activities. then we asked them about their Spectrums. Ha!

TENTS

AFTERBURNER CALENDAR

Not only do we give you a fabulous Coin-Op, we give you 1989 as well. Check out our fabulous Poster with 1989 FREE!

58





COVER GAME 104

Yo Ho Ho Season's Greetings (etc A Merry Christmas from us all with this jovial jolly Dragon Ninja game. Very Christmassy. Merry Christmas Martial Arts Destruction! (I think thats enough cheerfulness now – GT).

SOFTWARE

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SPECIAL IMPORTANT NOTICE PLEASE READ THIS. THIS IS SERIOUS UNLIKE MUCH OF THIS MAGAZINE

SU has received two letters from concerned parents complaining about the **Motorbike Madness** Competition in last month's issue. Their objections referred to a 'throwaway' aside in the copy about Inhaling Glue Fumes. It was a jokey remark, in keeping with the style of this magazine and we believe we know our readers well enough to feel sure they would treat it as a joke. However, lest there be any doubt about our attitude, GLUE SNIFFING IS NOT A JOKE. IT IS DANGEROUS AND FOOLISH. SU COMPLETELY REGRETS ANY POSSIBLE IMPLICATION IN THE TEXT THAT IT IS ANYTHING ELSE.

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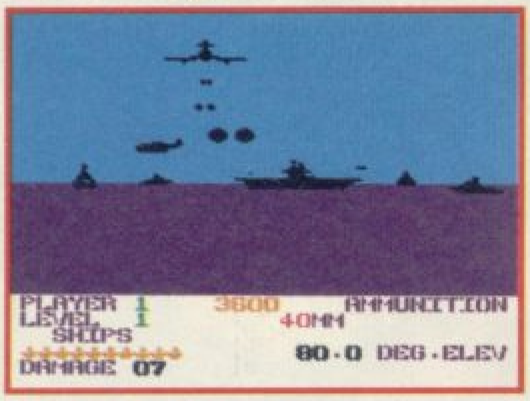


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ME TA 1

The People They Call Access

Yus indeed, folks. The crazy guys you'd normally associate with world famous golf simulations



(the **Leaderboard** series) are also responsible for a couple of the most rootin' tootin' action games to appear on the Spec: The **Beach Head** games.

"But who are these mysterious Americans?", I can tell you're asking... In fact **Beach Head** was Access' first major success. Run by the Carver Brothers, the company was approached by US Gold boss Geoff Brown who reckoned their talents were crying out for European exposure. They signed up a distribution deal and followed **Beach Head 1+2** success with the controversial **Raid over Moscow.**.

Only then did **Leaderboard** begin to take shape. Originally it was planned as a one-off minority interest golf game. It was so ridiculously successful though,

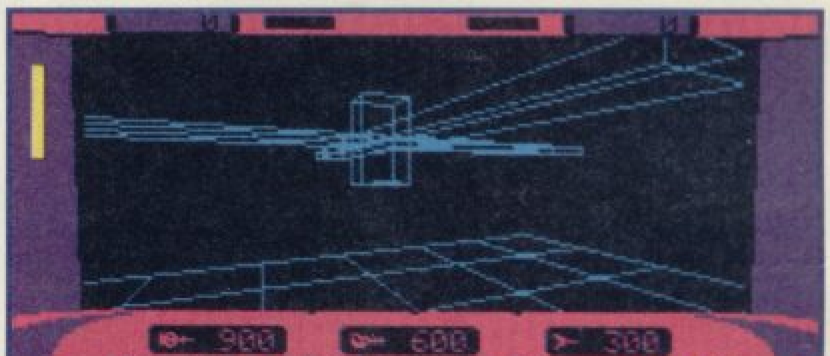


that to date there have been around half-a-dozen sequels and add-on packs.

Access take a great deal of pride in their product, and they often release no more than two games per year. They're all choc-full of meticulous detail and the software buyers both in the States and in Europe seem to appreciate it.

Forth-coming attractions from Access:

Echelon is just about to appear from the Access boys. It's previewed this month but we just had to show you a nice 3D pic of this exploration & combat sim. Good eh?



Circus Circus Demo

Roll up, roll up! Yes ladies and gentlemen, here we have the marvellous **Circus Circus** demonstration from Martech. And along with screens and surprises from later levels, we have a playable demo of the Human Cannonball section. Hurrah!

Beach Head 1

Simply load up the demo, hit fire and you're away. You'll be presented with a gunpowder selector so you can decide how strong the charge will be. Next up you determine the

GA PE 1

height of the cannon (hit fire again to stop it wavering about).

Once the man is up and flying, move the stick up and down to determine his height etc. Once over the landing net (or just beforehand) hit the fire button again and you'll mysteriously land on the net. Da-daa!

From your island fortress somewhere in the wartorn Pacific you fight a never-ending war against the invading forces of the evil Dictator. You're armed with a huge arsenal of weaponry and must combat incoming planes and troop ships and launches who are desperately trying to over-run your position.

Three dimensional graphics, fabby sound and stacks of maddeningly difficult levels. What more could you want, for flip's sake?

All the information you need to play the game is included in the program itself. So get cracking!



Beach Head 2

The sequel! The dictator was forced to retreat but has now plotted an even more despicable plan! You, as Commander Stryker (Medal of Honour, Purple Heart, CSE) are pitted again against the forces of the dictator (codenamed The Dragon). This time it's tougher than ever. The sadistic psychopath is backed up for thousands of followers who worship him as a demigod and who are only too keen to lay down their lives for him in horrific suicide attacks (sounds like the SU staff under Taylor).

History in the Making

Eurgh! What's this? Yes I know it looks weird, but bear with us for a second. This is **History in the Making** and despite the K-Tel packaging it's a damned fine piece of software.

Well, when I say piece... H.I.M. is a compilation of the very best US Gold software from the early days right up to the present. **Beach Head 1** and **2** are in the package, so if our tape has whetted your appetite, check out the following titles:

BEACH HEAD * BRUCE LEE * SPY-HUNTER * RAID OVER MOSCOW * GOONIES * SUPER CYCLE * WORLD GAMES * EXPRESS RAIDER * INFILTRATOR * BEACH HEAD II * GAUNT-LET * ROAD RUNNER * IMPOSSIBLE MISSION * KUNG FU MASTER * LEADERBOARD

It's in the shops now!

THIS MONTH'S POKES

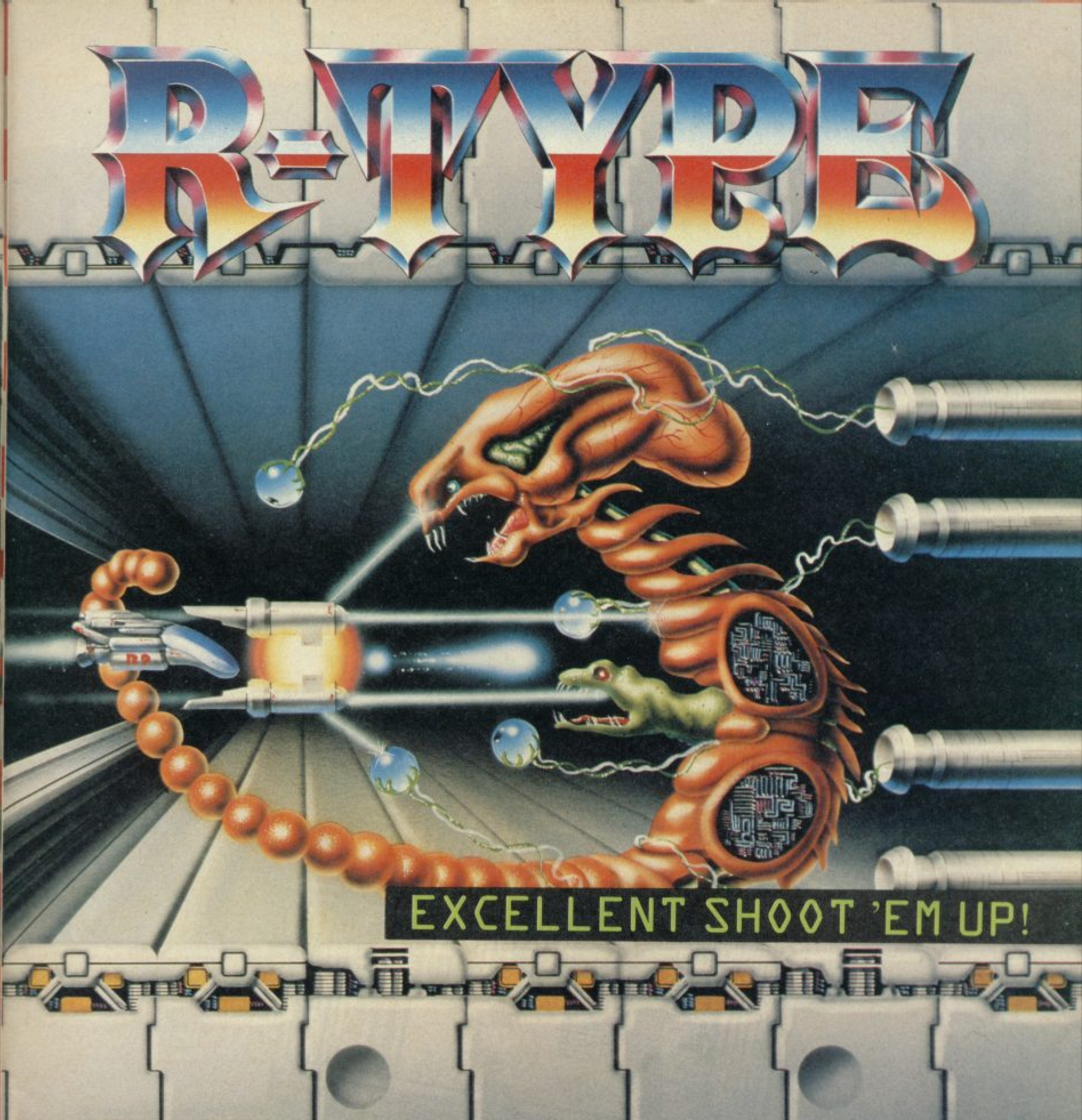
What have we got for you in the way of pokes this month? I dunno, what have we got for you in the way of pokes this month? Do you want to know? You sure?

Okay.

That man Adrian 'Red hot trousers' Singh brings the following naughty cheaty things to your home.

1. **Finders Keepers**
2. **Spellbound**
3. **Knight Tyme**
4. **Savage – Part 1**
5. **Savage – Part 2**
6. **Savage – Part 3**
7. **Motorbike Madness**
8. **Draconus**
9. **Afractuos**
10. **Pulse Warrior**
11. **Fernandez Must Die**

Eees good innit?



NLY DEFENCE



Commodore 64 screen shots shown

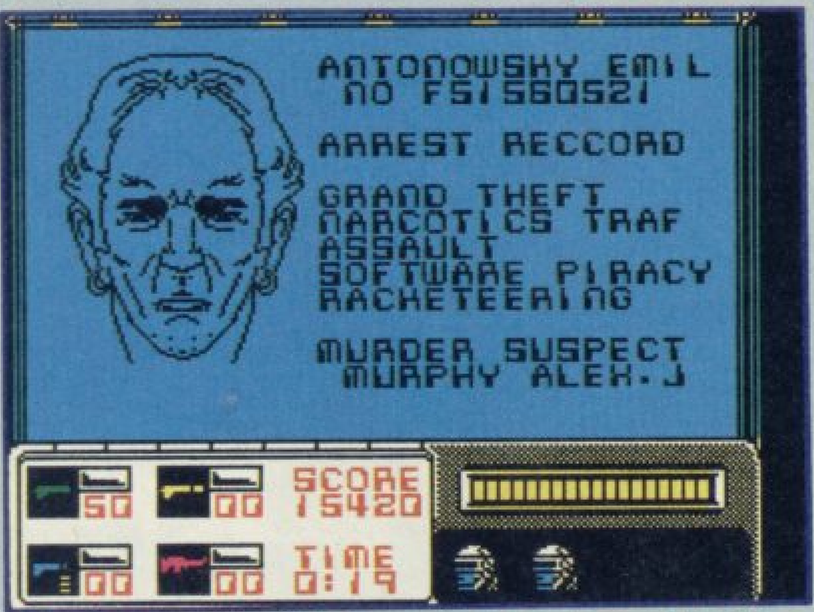


Spectrum screen shots shown

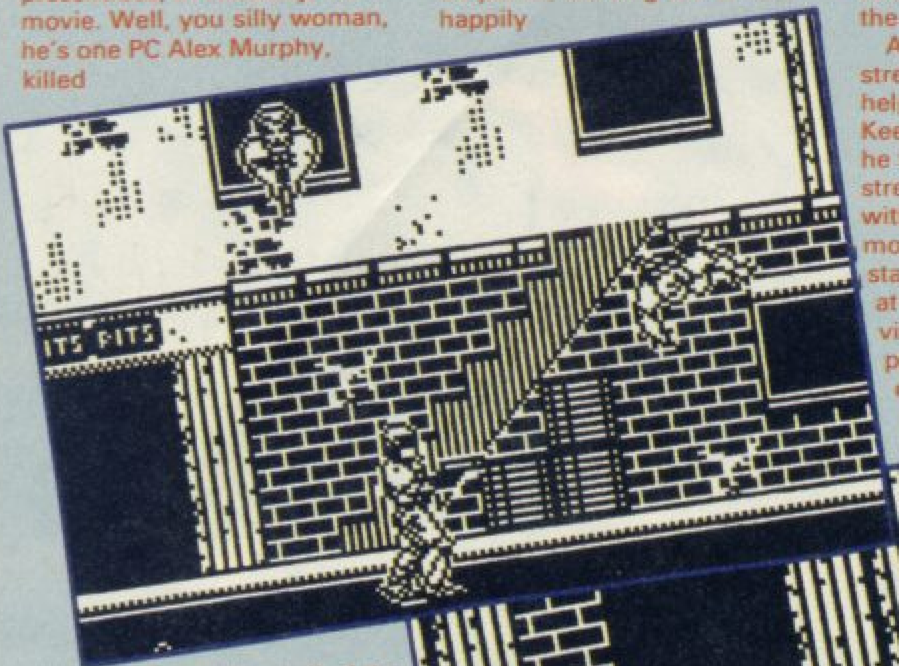
ELECTRIC DREAMS SOFTWARE

Available on Commodore 64/128 cassette (£9.99) and disk (£14.99), Spectrum (£9.99), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£19.99) and on Amiga (£24.99).

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LICENSED TO ELECTRIC DREAMS



'Robocop. Who is he? What is he? Where does he come from?' asks the pretty young news presentress, in **Robocop** the movie. Well, you silly woman, he's one PC Alex Murphy, killed





whilst on the trail of the unofficial crime boss of old Detroit, Clarence Boddiker. He is the world's first and only cyborg cop, built on the remains of the aforementioned Murphy, after he has most of himself mercilessly blown away. He also happens to be in the latest action epic from Ocean software.

Robocop (or is he really the tin man from the *Wizard of Oz*?) takes you through seven levels of pure violent action, much in the mold of the film. 48K owners have to suffer the indignity of multi-load (three loads), while 128K owners (you lucky people) get the whole caboodle in one huge megaload. You get great sound too.

The first thing I've been asked to say is that **Robocop** is NOT a coin-op conversion. While Ocean were writing the game, the coin-op was being developed, so a direct conversion would have been difficult. Instead, Mike Lamb was told to 'Take the good bits from the coin-op, and put in some extra bits.' This he has done, and the lad's done good.

The first level has Robo out on patrol, walking the streets happily blowing away all the punks, chainsaw wielders and general ass-pains who lean out of windows and take pot shots at our hero.

Our hero can't blow away too happily, however. Ammo is limited, and there's a lot to shoot, so it's best to aim first, or even better, get close and let off a powerful punch. Ammo can be found on the floor, along with baby food (replenishes lost energy) and extra, more powerful, better weapons. These include double powerful bullets that can rake through an entire crowd of nasties and then some, a three-way firing bullet that can take out both enemies above and below you, as well as the one in front.

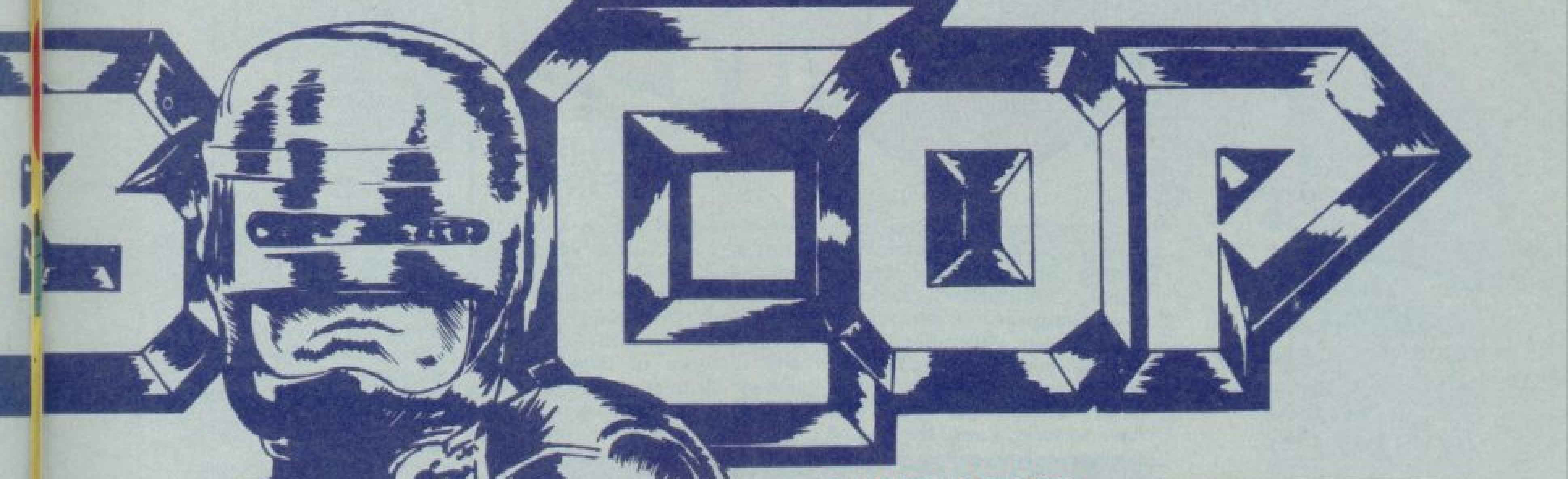
After his romp through the streets, Robocop hears a cry for help from a nearby alleyway. Keeping with his programming, he turns and bowls up the street, stopping face to face with a frightened woman, and more importantly, a rapist standing behind her with a knife at her throat. At this point the view changes to a first point perspective and the familiar crosshairs implemented in the film come into use. The rapist moves left to right and back randomly, always keeping the woman more or less in front of him. Occasionally he will step out a little. It's at these times that you must shoot. The idea is to kill him without harming the girl. Every time you hit the girl, you lose energy. The funny thing is, if you've got a lot of energy, you can blow the girl away and survive, making it a lot easier to kill the rapist.

Then it's back to side-view for another patrol jaunt. This one has Robo battling against Emil (one of the guys who killed Murphy) outside a petrol station. Blow him off his motorcycle, and it's into the second load.

The first level on the second load has you trying to put together a photofit of Emil on the police computer in a certain time limit. On the left is a picture of Emil. You have to cycle through all the possible eyes, noses, hairpieces, chins, ears and mouths, select the ones you think are right and then put them together. Get them right, and you are told all the details about Emil, such as his companions in crime, and that includes Clarence Boddiker.









The next bit sees you in Clarence's drug emporium, in which you blow away all of his staff as you climb the maze-like building. Make it to the top, and you find out that Clarence actually works for Dick Jones, No 2 at OCP, the company that runs the cops. Robo heads directly to Dick's office, only to discover that his mysterious fourth directive is that he can't arrest a senior officer at OCP. He is then disarmed (well, he goes all spasy and drops his gun as he loses control). ED 209, the original plan for a robo-cop is then brought in. This is the only bit in the entire game that I felt could have been better. ED 209 launches streams of bullets at Robo. You have to get Robo close enough to . . . no, watch the film to find out what to do.

After that, it's off to the steel mill, where Robo was killed, to finish off Clarence once and for all. I have to admit it, I've still not managed to get past this bit yet, however, I have seen the last section.

In the final level, the view goes back to first person. Robo has gone back for Jones. Jones, on seeing Robo, grabs the top guy and threatens to kill him unless he gets a helicopter to escape in along with lots of money, a fast car and a signed photograph of our very own Alison Skeat (eurgh, yuk, spew – the whole SU team). Immediately, the old guy fires Dick, which instantly cancels directive four. Robo has to blow Dick away, which is pretty difficult.

It's quite a long game, and a pretty difficult one at that, but pretty fab as well. **Robocop** is Ocean in the finest hour. It's hard, yes, but not enough to put you off the game. Plus the fact that all the levels are different, which makes you *want* to get to the later levels, just to see what you're missing.

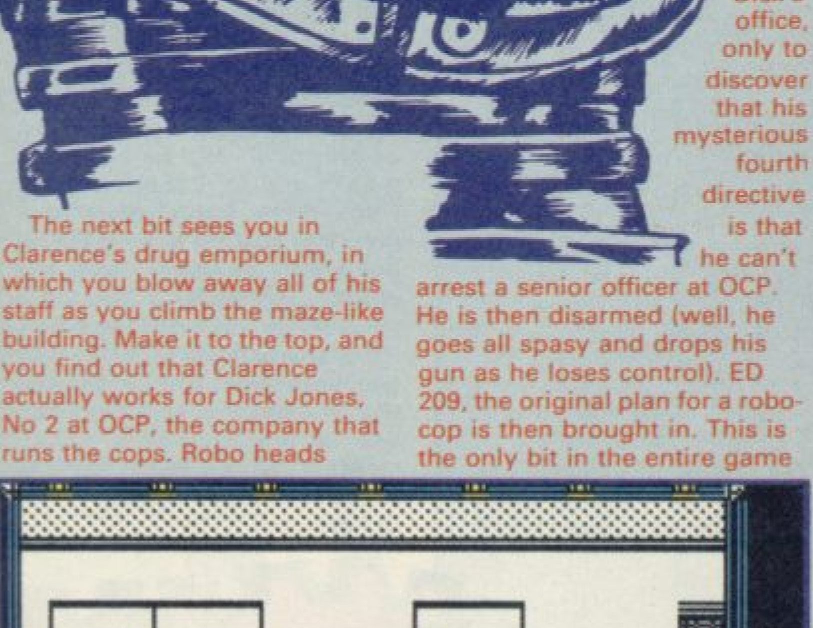
The graphics are unbelievable. The animation is unspectrumly smooth and Jon



Dunn has got the look and feel of Robo perfect. Hell, he even walks the same, and it's worth getting the game, just to see Robo walk up stairs.

48K sound is almost non-existent, which is a shame, but 128K sound is g-r-e-a-t!!! Lots of really great tunes, a continous in-game tunette, lots of explosion effects and sampled speech. At the end of each level, and at the end of the game, a voice exclaims 'Robocop' (and not Applecart, as our Jimbo first thought).

I had to fight to get this review, and funnily enough, it was worth it. **Robocop** is one of the most entertaining and addictive games I've seen this week. I can't wait to see the 16-bit version■



FAX BOX

ARCADE REVIEW

ROBOCOP Label: **Ocean** Author: **Mike Lamb, Jonathon Dunn** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

Utterly brilliant game that captures the mood of the film perfectly. Brill sound and graphics

GRAPHICS	97
SOUND	94 (128) 74 (48)
PLAYABILITY	91
LASTABILITY	87
OVERALL	94

Reviewer: Tony Dillon

ZAPCHAT

READ THIS FIRST ▶

Jon Riglar – Christmas Eve at the Workhouse

Berleek peeps! The jolly jovial event known as Christmas is upon us! And it's bloody 'eavy missus! Piles of grub, hordes of fluffy 'My Pet Monster' toys running all over the house going 'Grrrr' at the cat, crates of unwanted jumpers, each lovingly embroidered with cuddly little sheep. And, of course, who could forget (although we all try our best) the bottles of Hai Karate (berlee!). But life wasnot always so rosy and twee. Cast your minds back, dear viewers, to a time when telly was not invented. A time when the word Dillon was a swear word and Duran Duran were a successful pop group. Boring isn't it? Ok, so let's hop into the dark SU timewarp (i.e. the staff toilet on the stairs) and twist some nobs (fnar) to transport us to the year 2000. A time when the Citroen 2CV is the best selling car and Tom Jones makes his third comeback to the charts with his version of Mel and Kim's 'Respectable'. That isn'r interesting either is it? So let's zoom off again to . . . (Pukeroo! Stop warping us all over the place Riggs – The entire cosmiverse). Oi you!! Get off this bus, you haven't paid!! (Certainly not. GT).

RUDDY QUICK TIPS (WELL NOT THAT QUICK ACTUALLY)

Sinclair User in-house vocalist: Tom 'My my miiih! Delilaah!' Jones

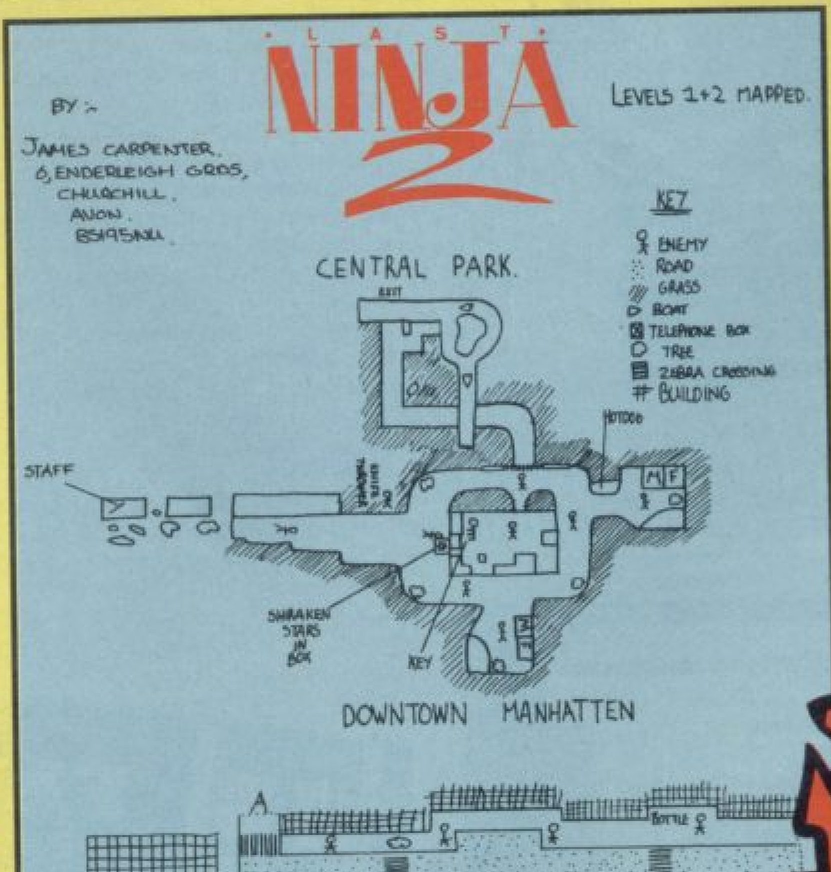
Another barrel full of jolly wonderful things to help you twiddle with your so-called 'pieces' of 'software', compiled with the help of literally twillions of people who will no doubt swoon and get all gooey under the glands when they see their name in print. Seriee!

a) Stuart Park from Dorset has written in with the passwords for Imagine's *Vindicator* and here they are: Loon Wupas is Paul Owens, Ken Marow is his brub i.e. Mark Owens and finally, Dawn Baramoal is Amanda Barlow. All three are invovled with the production of the game in some way. Stuart also says that you should only pick up the oxygen when you really need it i.e. don't waster the sucker. If you run past the store room fast enough it is possible to totally avoid contact with the alien thereabouts. And finally, once you run past the store room, remember you cannot run back but you can do a complete circle of the passageways until you reach the room again.

b) Robin Rauson-Tetley from South Yorkshire was 'amazed' and 'enthralled' by the game *Deviants* which SU chucked on its front cover two or three issues back and so jotted down a packer-full of tips. Ammunition can be found easily so don't worry about running short. When blasting deviants hold your fire button in, this will cause automatic fire killing the critters much quicker. And here are the teleport codes: CERBURUS, XANTHIUS, EXCELSIOR, AURIGIUS, ELECTRIX and CYBERNIA. No, I've no idea what you're supposed to do with them.

c) Changing the subject completely, i.e. talking about gardening or something Christopher 'Christopher' Dickson from Glasgow has decided to cheat on our very own *Bear a Grudge* cover game. At the top of the screen there is a bar which shows how long you have to survive until the end of the level well watch this bar until it starts to fall count (in your head please – The Anti-Noise Dept) from 1 through to 6 in seconds. On the fifth second commit suicide with the bear and twillions of bubbles will appear all over your craft. But instead of disappearing down the so-called 'dumper', old Kami





will reappear on the next level! From here on if you get killed, instead of the 'Game Over' sign appearing you'll find yourself awarded three lives and a slap on the back. Still on the same subject and Mr Oshiti'velosthisname from Oshiti'velosthisaddress has written in to share his poke for the game with the entire cosmiverse. If you have yourself a whacky Multiface then type in Poke 32497,9 and if you haven't got one then Merge the header as normal and edit line 50 and change it to: 50 LOAD "" CODE: POKE 32497,9: RANDOMIZE USR 32459

d) Fin!



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2 ZAP

STANDBY TO ACCESS: SAVAGE . . . Firebird
SECTION WRITER: Man at Mail Lite: Jon 'see you next Wednesday' Riglar

Savage is big. I'm not talking about the film or a certain part of my anatomy (my nose, you pervs!) but *Savage*, the game. A game with three parts. Each of which is big. So, if you add all these factors together and divide the total by Tony 'Gary Davies' Dillon's IQ, then you get something which is infinitely humungously big. Whilst this may be lovely, moist and smashing, it may also mean the poor old punter i.e. Wayne Smedley from Southend may well get lost somewhere along the way. So we've come up with the complete map for section one of the game and some tips to go with it. In fact, there's more info on this page than you can shake a stick at!

LEVEL ONE IN LOVELY SMASHING DETAIL

You start at the top left of the map, which is not surprising considering that is where you start in the game. You will find that the faster you make your man run, the more evil green bogged-eyed aliens you will pick up. Things get a bit hairy because to keep this mass of alien types at bay, you will need to fire faster than the button can be pressed! Instead, stay cool and get your man to run for short spurts at a time and then stop, blast all the surrounding aliens, and then run some more. Easy huh?

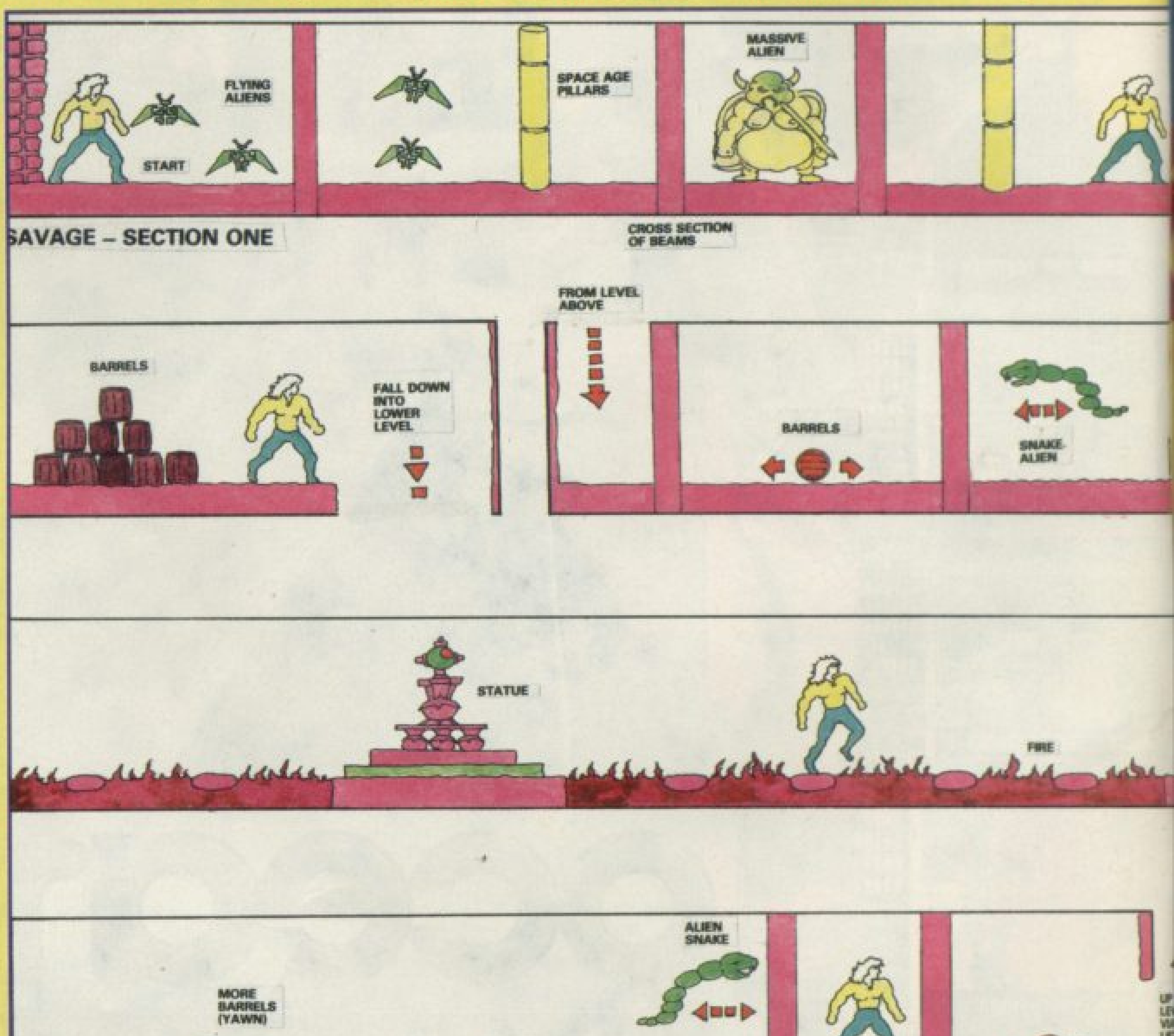
Right from the beginning of the section, you'll be attacked by flying aliens. These are pretty easy to kill but watch out for the overgrown parrot who needs to be walloped more than once with the axe before being killed. A bit further into the level, you'll encounter the first ruddy big alien thing.

He tends to jump around and lob bundles of 'lightning' in your direction. Try to keep to the left hand edge of the screen, fire in short bursts as the alien charges at you and then run like billyo if things start to get too heavy (man). Keep dashing in to attack and then retreating until you manage to destroy the 'thing'. Once destroyed, you'll find a cross on the ground – this is a whirly thingy which will swing around your man and kill the odd alien.

A bit further on you'll come across a hole in the ground. Don't fall into the hole! Make a few running jumps and you should be well away – try not to run too fast across the sections otherwise you'll find a shark fin appearing at the bottom of the screen. If you are very unlucky this will catch up with you and shop you round the gills. If this looks like happening, stop on one of the sections and wait until the fin disappears again before proceeding. Half way through the sections, you pass a statue which looks a bit Chinese. Here is a good spot to stop and eliminate all the remaining aliens that may be following old Bert.

After passing a few more barrels you'll drop down a hole and enter the next section. Here are the usual sort of aliens but also watch out for the rolling barrels on the ground. If you are quick you can shoot the barrels into oblivion before they hit you. If you miss one and jump over it, you'll find it catching up with you later but in the opposite direction, so be aware!

The following 'ruddy big alien type' will be a snake like fanged monster. To kill it, you have to destroy the sections being dragged behind it and then hit the head itself at least ten times. Make sure that if you miss the head of the creature, that you don't run forward by mistake. The alien has a tendency to



CHAT 3

crawl along and knock your man off his feet. This is very difficult to spot if there are other 'flying' aliens in the 'air'.

Once this alien has been destroyed you will find a lightning symbol on the ground. By running over and picking it up you will exchange your 'hammer' weapon for the lightning. This is much more effective against aliens which charge straight at you at ground level or just above, because its fire is a straight line whereas the original 'hammer' wobbled out all over the shop.

The next big hurdle to overcome are the sinking stepping stones which are spaced out across a lake of fire. Your man must jump onto the first at exactly the right position or it is likely that he will overshoot and fall into the fire. The exact position at which you should jump onto the first stepping stone varies depending on how long you keep the keys down but with practice you'll do it first time. Upon landing on this stone, it will start to sink into the fire. So your man mustn't stay still on the stone for too long, keep him running and make sure you run forward a few steps before leaping onto the next stone, otherwise you'll never reach it.

There are three stepping stones to leap across before you reach the mid-island where you can stop for a breather. After another four stones you'll reach dry land and you'll be attacked by the good old rolling barrels, but this time they can be easily destroyed using the lightning weapon. The rest of this level is basically a combination of all these types of obstacles, except when nearing the end of the section where you'll find a lift. Jump into this and let your man climb up a level. Here you will have to jump over another couple of sinking stepping stones before you reach the outside world. A couple of minutes later, you'll find the end of section one and lo and behold, the access code to section two will appear on the screen.

You want to know the code now eh? Well, it just so happens that the code printed on the screen does not actually work on the next part of the game! It's an outrage missus Smedley! The code given is SABBATTA but when you load up section two, type in SABATTA instead – with only one letter 'B'. If, however, Firebird have managed to sort out this problem before you read this, then try the original code. If you want the code for level three, then try typing in FERGUS. Finally, on the subject of codes, you can then poke the first section of the game, provided you use a Multiface or one of its equivalents, by entering the following numbers:

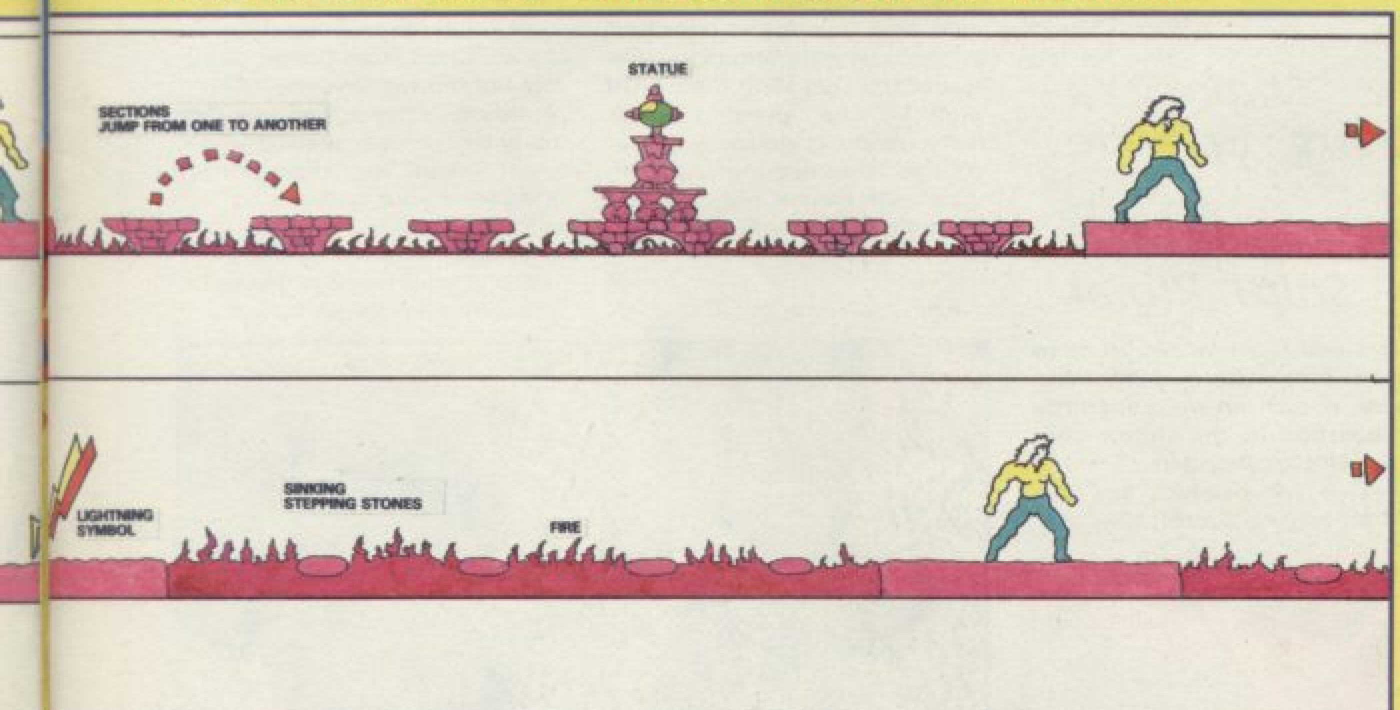
POKE 37557,0
POKE 39297,0
POKE 58584,0
POKE 39319,0

This will give you infinite energy on section one which means you will never lose a life. Many thanks to Robert 'Weebs' Hancock who spent literally months (well, a couple of minutes anyway) hacking his way through twillions of lines of code before shouting, 'Ooer missus, look what I've found' and holding up the pokes above and the entrance codes. Jolly good show old bean, a round of applause please.

SOME LEVEL TWO QUICKIES

Level two is fun isn't it me old chummies? Roaring along, swerving from side to side to avoid approaching pillars, and occasionally shooting other alien types. Well, you have to shoot enough aliens to bring your score up to 50 points before the next set of baddies appear. Generally, all the aliens appear from the left had edge of the screen, so if things get a bit hectic keep the 'right' key down and run away!

The second type of alien are the bouncing dinosaurs (or whatever you care to call them). They zoom into the screen usually in pairs and you should try to shoot them as soon as possible before they get a chance to shoot back. If the unspeakable happens, and the enemy lob a 'thing' back at you then dodge from side to side and make sure you go up and down (fnar). Once you have amassed 200 points, the next set of aliens will attack. These are sets of eyes which do their best to chase you and attack. Once again, all you have to do is keep firing and avoid their bullets, trying to get enough points to move onto the next section of the game. (But then again, you could always cheat and miss out this section altogether, but that's not the point is it? Well okay it is.)



ZAPCHAT 4



JAMES GRANT'S BRILLO TOP 5

1 MARAUDER
Hewson

2 DRACONUS
Zeppelin (no, not the band you goon)

3 BIONIC COMMANDO
Capcom

4 ATF
Digital Integration

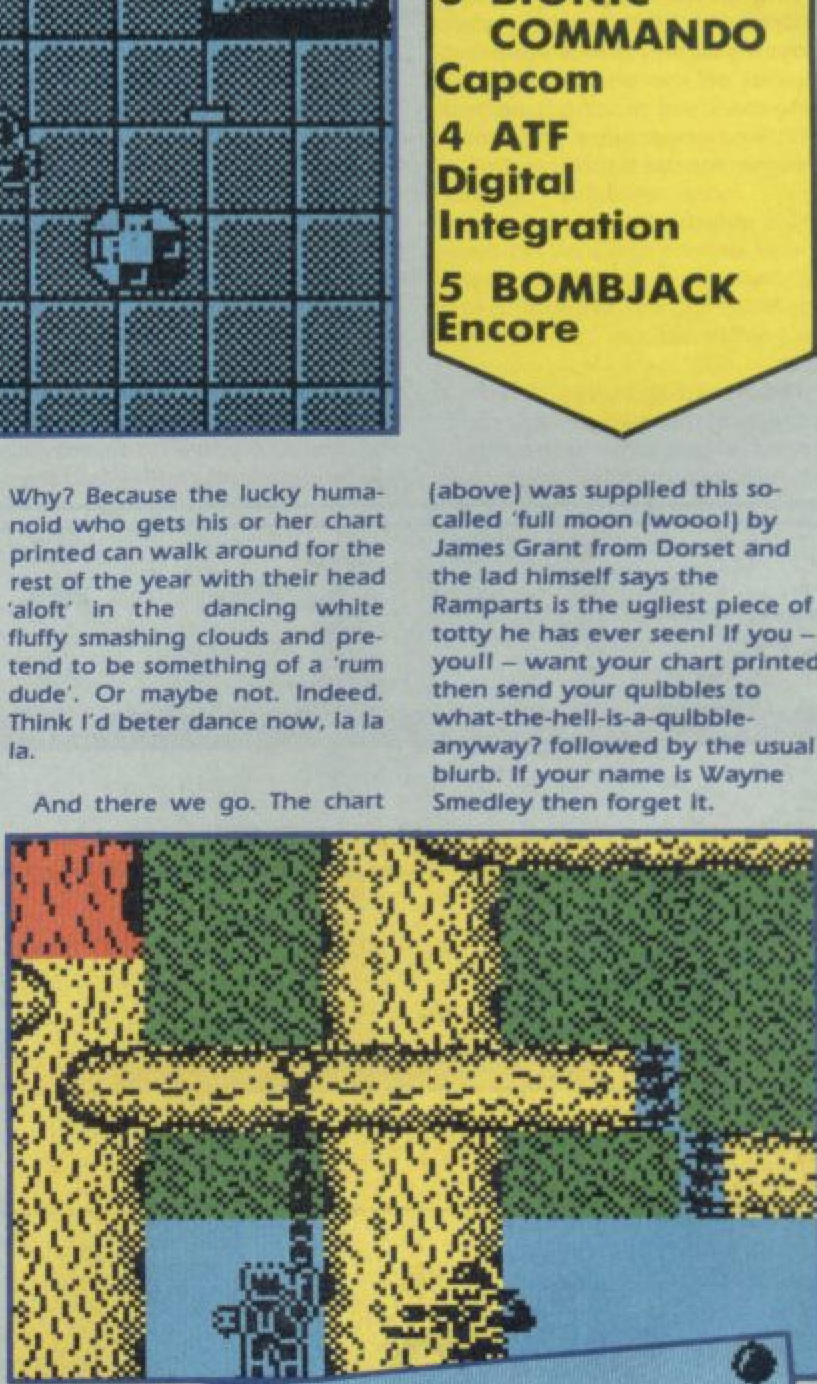
5 BOMBJACK
Encore

Reader's Big Five 'Shake Ya Thang – Aw!' Chart Episode Twelve (?!)
Grandmaster Elf of the Water-buffalos Jon '2D? A Snip!' Riglar

Put that cracker down and pay attention at the back missus. One of the things every living soul (and quite a few dead ones I'd imagine) drools over this time of the year, apart from a few bodily functions which are far too crude to even contemplate mentioning here in such an innocent little publication as this (insert your own Finbarr Saunders comment here) is the Reader's Big Five whateveryouwanttotcallitmate.

Why? Because the lucky humanoid who gets his or her chart printed can walk around for the rest of the year with their head 'aloft' in the dancing white fluffy smashing clouds and pretend to be something of a 'rum dude'. Or maybe not. Indeed. Think I'd beter dance now, la la la.

And there we go. The chart (above) was supplied this so-called 'full moon (wooo!) by James Grant from Dorset and the lad himself says the Ramparts is the ugliest piece of totty he has ever seen! If you – you! – want your chart printed then send your quibbles to what-the-hell-is-a-quibble-anyway? followed by the usual blurb. If your name is Wayne Smedley then forget it.





HIGH SCORE TABLE (THE TYPE WITHOUT LEGS)
Word and Music: Trev Trumpet and the Carpets from Mars

Scores have been 'flooding' in but we could still do with more, you know. In fact, if we had just another twenty letters, then old Dildoid will have enough steamed-off stamps to send off for a can of soup. Going by Green Shield Stamp standards here folks, i.e. if you collect twenty million stamps then you can get a sticker saying 'Nibble Quibble' or something more daring perhaps. But! I digress! If you want your high score printed then send to 'Yes I ruddy well did Jon.'

DARK SIDE	5,477,720	Will Downing
SIDE ARMS	18,714,785	Will Downing
ENDURO RACER	6,434,875	Mark Hillman
720°	1,104,100	Richard Jones
MARAUDER	82,750	James Grant
MARAUDER	76,340	Jim Cocks
EXOLON	789,500	Robert Hancock
EXOLON	999,400	Will Downing

Fin!



Commodore 64 screen shots.

HANDLE WITH -CARE-

Soon to be hitting your screens on . . .
Commodore 64 cassette £9.99
Commodore 64 disc................ £12.99
Spectrum cassette £7.99

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
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FIREBIRD
A LEGEND IN GAMES SOFTWARE

TELL IT

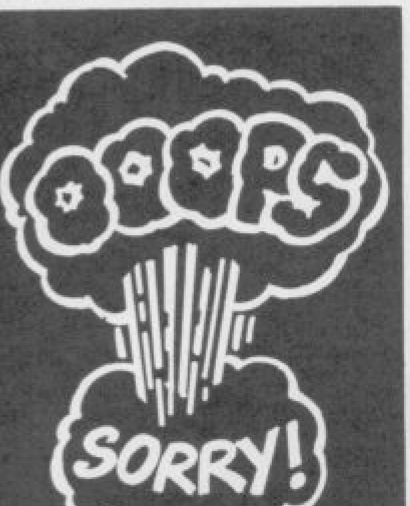
Dear Kamikaze, I am writing to make you do something for all us younger children.

All of SU's mega cool T-shirt offers only have two sizes; X large and medium. If you don't make small sizes I'll have you turned into a door mat, with the words PLEASE WIPE YOUR FEET written in large letters on your back. Get the message?

I think the Megatapes are brill.

Christopher Dainton
Newport

● KAMI SAYS: 1. ALL OF OUR READERS ARE BIG AND HUNKY, EVEN THE YOUNGER SMALL ONES. 2. IT'S NOT SUCH A GOOD IDEA TO ADMIT YOU ARE SMALL AND WIMPY. 3. TRY TO EAT LOTS OF BIG MACS SO THAT YOU WILL SOON BE FAT ENOUGH TO FIT INTO A MEDIUM SIZED T-SHIRT.



Yo Kami, I have every one of your utterly brilliant Megatapes and all the games, demos and pokes are excellent. But after not printing tape box covers for Megatapes 1, 2 and 3 you then forgot to print the cover for the crucial Megatape 9. I am sure there are many, many readers who make use of the covers and have the same problem.

So, please please could you wonderful, intelligent and generous people at SU (grovel, grovel) print the cover for the tape in the next one!)

Ben Southgate
Boxford

● RIGHT THEN, LET ME EXPLAIN (puts on official SU 'let's see how we can wriggle out of this one' hat) SOMETIMES IN THE MAGICAL WORLD OF MAGAZINE MAKING SU HAS SUCH A LOT OF WORDS AND PICCYS TO SQUISH INTO ITS PAGES, THAT THERE'S A SMALL CHANCE THAT SOME THINGS GET LEFT BEHIND DUE TO THE LACK OF SPACE. IN FACT, THE REAL EXPLANATION IS WE FORGOT... SORREEEEE!

Hey, ya great big rabid dog (DOG... DOG?? – I'M NOT STANDING FOR THAT, I'M ON MA WAY ROUND TO KILL YA!!!), I've had enough of it, you've got another mistake in the mag (apart from yourself). The review of **Savage** says it's £8.99 and the Bargain Software page says the real cost is £7.95.

You'd better say which one is right before the vet takes you away to be put down.

Craig Leckie
Scotland

P.S. Only joking, you ain't a mistake.

● DON'T THREATEN ME WITH VETS, BUFFALO GUTS, KAMI EATS VETS FOR BREAKFAST AND SPITS OUT THE GRISTLEY BITS. THE REAL PRICE OF SAVAGE IS £8.99 AND IT WAS DILLON THE DROID WHO GOT IT WRONG, NOT ME, SO I'LL HAVE TA KILL HIM.

Put your hands up if you bought Megatape 9. Well Kamikaze you slime ball, I think you and your mates are trying to con us SU readers by putting a ruff game like **Bear a Grudge** on Megatape 9.

Me and my friend played it for about five minutes (and that was including the loading). What crap! The stunning music got on our bloody nerves and where's the digitized graphics – gone on holiday? You could not see what was going on; so you died before you could start, it should have been called 'Can You Bear Crud'. So make sure Megatape 10 is better, or deal with me punk.

Derry Killchrist
Peterborough

● RIGHT STUPID, LISTEN AN' LISTEN GOOD.
1. BEAR A GRUDGE IS NOT CRUD, IT IS THE BLOODY BUSINESS.
2. HOW THE HELL DO YOU THINK GRAHAM, TAMARA AND CO APPEARED ON SCREEN??? THEY ARE DIGITISED.
3 .IF THE MUSIC GOT ON YOUR NERVES YOU'RE PROBABLY A BROS FAN.
4 .YOU'RE NOT A FRIEND OF WAYNE SMEDLEY'S ARE YOU?.



Dear Kam, I've got all of your Megatapes (and very nice they are too) and I reckon they beat the Crash (spit, spew) and YS (more spit, more spew) tapes hands down (or should that be paws down?).

In fact, they're sooo good that I have put together a few charts. Here they are:

BEST GAMES
1. Hyper Active
2. Deviants
3. Brat Attack

WORST GAMES
1. Astro Clone
2. Amaurote
3. Go Bear Go

BEST GRAPHICS
1. Operation Wolf
2. Brat Attack
3. Daley Thompson

BEST DEMOS
1. Typhoon
2. Daley Thompson
3. Operation Wolf

WORST DEMOS
1. Barbarian II
2. Virus
3. Hotshot

WORST GRAPHICS
1. Go Bear Go
2. Deviants
3. Zarjas

So that's that. Oh, and by the way, it looks as if you need a new pen, judging by the picture. Who knows, maybe El Presidente will buy you one for Chrimble (leave it out, what have I got, a ruddy money tree or something? – GT)

Andrew Cooke
Llangollen

P.S. Did you know that Chris Jenkins plays rugby for the Canadian youth team? Probably not?

● KAMI SAYS: LOOKS LIKE YOU'RE ATTEMPTING A BLOOMING TAKE OVER BID. WHY DON'T WE JUST LET YOU PRODUCE THE MAG ALL ON YOUR OWN AND CALL IT ANDREW COOKE USER – AWAY WITH YOU, YOU WHIPPASNAPPERY TYPE PERSON. BY THE WAY, YES WE DO KNOW ABOUT JENKINS AND HE PLAYS FOR THE CANADIAN WRINKLY OLD GITS TEAM, NOT THE YOUTH TEAM.

Could you please help me convince my Mum to let me have **Target Renegade**. She thinks it's too violent. But if you print this and send me that fiver, you never know, she could change her mind.

So come on Kam – HELP ME.

Yours hoping
Peter Childress

● KEEP HOPING MATEY 'COS YOU'RE NOT GETTING ANY DOSH OUT OF ME. TELL YOUR MUM THAT I DON'T THINK TARGET RENEGADE IS VIOLENT AND IF SHE DOESN'T BELIEVE ME I'LL COME ROUND AN' DROP A GRENADE IN HER KNITTING BAG!

Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU



Dear Kamikaze Bear, It must be said, SU is BRILL (One hundred million readers shout – "you're damn right it is mate") and you are especially cool! My point is that I bought **Typhoon** after a good SU review and thought, "WOW, what a wicked game". Being a mega-being (more like a smega-being yak yak – JD) myself I finished it and to prove this I will tell you the message at the end, it is:

WELL DONE, THE ALIEN HORDES ARE DEFEATED AND PEACE REIGNS (what a load of old tosh!). The last word might have been RETURNS by my Speccy +3 melted soon afterwards, it couldn't handle it!

Johnathan Greenan
Watford



Just scratched to tell ya that your mag is fab, and your mates in the States are behind ya 100% in keepin' those 'Light Weights' OUTAYOFACE!!

Keep a blastin
Mike 'Ski' Felerski

● GEE THANKS MIKE FOR YOUR SUPPORT – SEE READERS, KAMI IS LOVED BY EVERYONE ALL OVER THE WORLD. (HUURCHGH – GT).

TELL IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

To say the least I was not impressed by **Where Time Stood Still.** The graphics are shoddy, the scrolling is unbelievably jerky, and quite often it will stop for a second and think about what to do next. Admittedly, it does have some good points such as the animation of the pterodactyl, the crashed aircraft, and the characters. Sometimes a character can be quite near the edge of a cliff and fall off, or start to levitate without being killed. In short I think this game is a load of rubbish, not even coming close to the portrait you painted of it. This is not the first time this has happened, I also bought **Garfield, Predator** and **Magnetron** on your advice, all of these games did not receive favourable reviews in other magazines. In fairness though, **WTSS** did receive about the same rating in Crash (who? GT).

Do software houses pay you to get good reviews? All Activision and full-price Firebirds software have received good reviews, whereas in other Spectrum magazines they have not been rated as well . . . I would like a sensible answer please, not something silly from that stupid bear . . .

Bryan Jones
Wirral
Merseyside

● *(SENSIBLE ANSWER). WTSS HAS ITS FAULTS, AS ANY ENORMOUS MEGAGAME WOULD. OVERALL, THOUGH WE STICK TO OUR REVIEW, AND AS YOU POINT OUT, OTHER MAGS AGREE. AS FOR BEING PAID FOR GOOD REVIEWS . . . IF THAT WAS TRUE, NOTHING WOULD GET 39%, WOULD IT?*

(KAMIKAZE ANSWER). BRYAN JONES. WEREN'T YOU THE ROLLING STONE WHO DROWNED IN 1972? IF NOT, WHY NOT TRY IT IN 1989

Hi Kami, I just wanted to say that I found a new cheat in **Enduro Racer.** In the very beginning of the game, when the computer counts down to zero, press CAPS SHIFT and Q together, sit back comfortably in your chair and watch your bike go through the first three levels without your control. If the bike happens to crash on the way, do the same trick, and have some of the highest scores (mine is 2,625,932).

By the way, I love your mag, it must be the best in the universe.

Burak Altinisik
Izmir
Turkey

I'm disgusted with you, letting you staff get lax in their facts, eg. in March Tony Dillon reviewed **Kikstart 2,** he said it was £1.99, but in August in the Budget 10 column is says **KS2** is £2.99. "Strange", I says. Then in September the reviewer forgot to sign his name for the review of **Droidz.** Then Jim Douglas said "and for £2.99 you can't really go wrong" in his review of **Octan,** but in the faxbox it said £1.99, so which is it eh?

Don't let it happen again or I'll get my little gerbil to gnaw you to bits. PS at least my speling's beter than yours.

Ian Thompson
Hartlepool
Cleveland

I have a good idea for a competition you could run. I own a 128K+2, a Yamaha DX27 synthesizer and a Roland MT-32 sound module. In the competition you ask people to write songs, send an audio tape to SU and you put the song on one of your megafab tapes. The winner will meet Jean-Michel Jarre.

This is also a request to software houses to put the 128K music through the built-in MIDI port, because my friend who owns an Atari ST said that many ST games use the MIDI port so you can play the music on MIDI instruments. I would like to hear other people's comments.

Stig Bull
Harsland
Norway

● *GOOD ON YA, STIGGIE. I'M SURE THE THREE ENTRIES WE'D GET FOR THE CONTEST WOULD BE GREAT FUN TO HEAR. AS FOR MEETIN' JEAN-MICHEL, WOTTA BORIN' FROG. HAVE YOU EVER TRIED TO GET A SENSIBLE SENTENCE OUT OF HIM? "OOH, AH THEENK ZAT YOUR DOCKLANDS ARE SO WONDERFUL . . .' YAK! GIMME CHARLOTTE RAMPLING ANY WEEK.*

Dear Kami, I am usually a very quiet and peaceful person, and there was certainly no exception when I first opened SU the other night. However, my mood VERY quickly changed when I read ZAPCHAT'S high scores table.

A great volcano erupted inside me and I jumped up and screamed in such disgust (really – do go on – GT). Who ever could have the cheek to write in with such a puny score?

Sorry, the lava's gone to my head again – I'm talking about the anonymous thing that sent in a score of 31,300 for Arkanoid 2 last month?

I would just like to state that I have had a high score of 413,590 on Arkanoid 2. Please print this because I want to give that low scoring berk a good telling off!

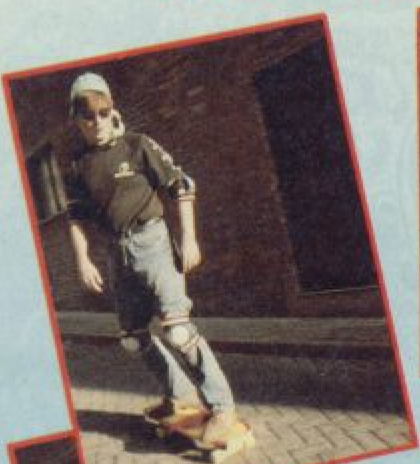
Operation Wolf Poster Fan
Scotland

● *KAMI SAYS, LOOK HERE SLIMY READERS, WE DON'T WANT A MASSIVE FLOOD OF MAIL FROM THOSE WHO GOT AN EVEN HIGHER SCORE THAN OP WOLF POSTER FAN – THIS IS THE LAST MENTION OF THIS SUBJECT, SO FORGET YOU EVER SAW THE ABOVE LETTER – RIGHT, END OF!*

COMPETITION

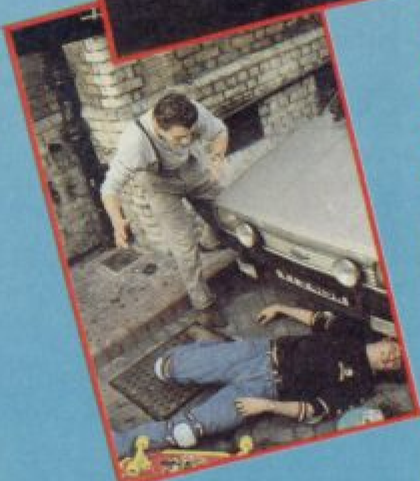
Skiiiisssh Skiiiishh Skiii-KERSMAASHH!!

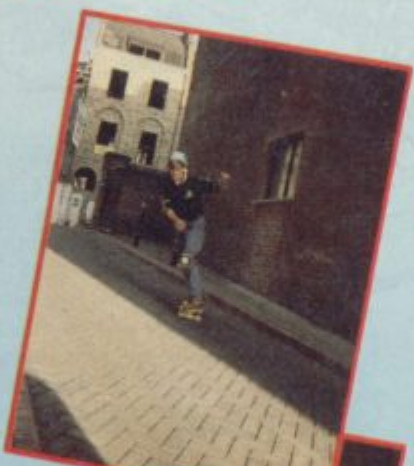




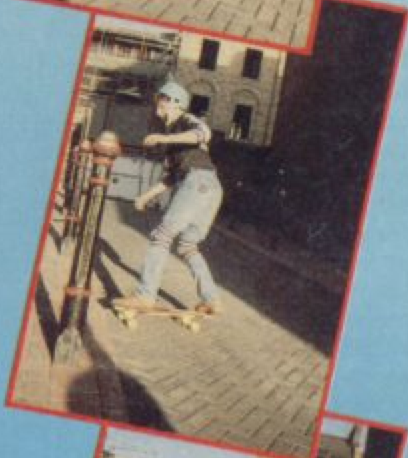














Dice with Death thanks to SU and Electronic Arts. He's a skateboard wizard! Well, okay he's not really; he's a king of skatebourd novice but he's pretty mean on a surfboard (apparently). And anyway, what does it matter if you can't stay upright for more than ten seconds (fnar) when you're dressed as stylishly as this.

And you too can become a soaraway style street-surfer by entering this great competition thanks to the extremely sexy fellows at E.A. who are just about to release Skate or Die.

All you need to do to win is answer the questions below and send the coupon off to "Attack of the Skateboard Mercenaries", Sinclair User, 14 Holkham Road, Peterborough PE2 0UF.

THE KIT:

2 lucky winners will get the following amazing prizes:

- **A transmission "Skull & Bones" 10x30 skateboard, complete with fabbo paint-job.**
- **Arm pads to protect your easily smashed elbows in accidents. Knee pads to protect your oh-so-fragile knees from those hard hard kerbs.**
- **A bash hat to protect your egg-shell-like skull from those oncoming cars.**
- **A lovely wuvvely sweatshirt with Skulls and Bones on to protect your oh-so delicate skin from (That's enough of that, thank you – GT)**

THE QUESTIONS:

1) Wha are ne wheels on skateboards called? [a] Trucks [b] Boars [c] Giraffes

2) Name the pair of saucy hunks in our photos. Are they: [a] Mickey Rourke and Matt Dillon [b] Hale and Pace [c] Jim and Tim

3) The word Skateboard comes from the Latin word "Skardi" meaning to injure oneself in a foolish manner. True/False?

THE COUPON:

1)

2)

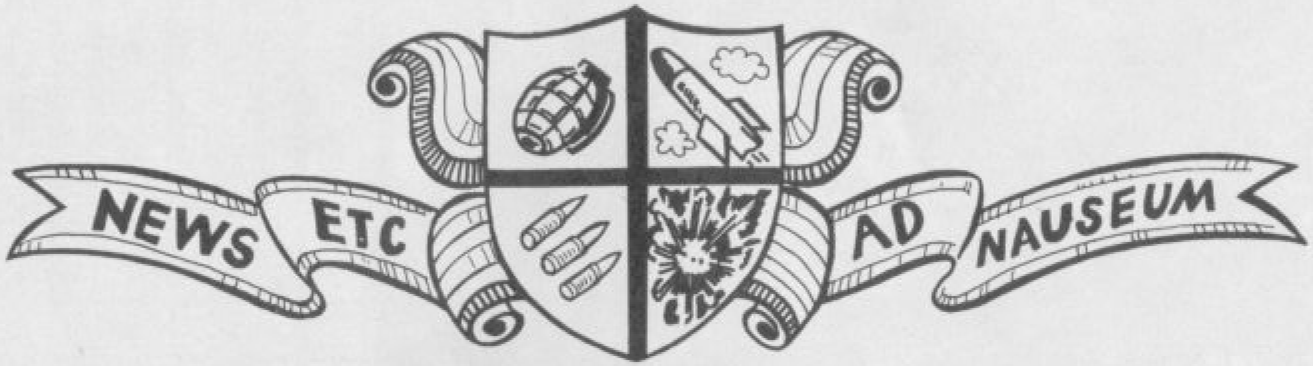
3)

Name ....

Address ....

....







TRUE STORIES

BUT SOME ARE SLIGHTLY MORE TRUE THAN OTHERS **PRICE: £8.70**

SU HACK GETS TANKED UP

By our Man in the Steel Helmet

Who's this saucy hunk pictured here with a thumping great Centurion tank? None other than SU's own fearless warrior Jenkins. The Tank's on the left.

The event was the launch of **Tank Attack** at the National Army Museum, Chelsea. Devised by some jolly Scandinavian chappies by the names of Ake and Henrik Andersson, **Tank Attack** is a computer-mediated interactive board game involving up to four players competing to capture each other's command posts. It's due out on the Spectrum in December. Cleverly, the board is designed to fold six ways So it will fit into a standard size software box. The game comes complete with cuddly little tank counters and is the second game of its kind from CDS; the first was **Brian Clough's Football Fortunes,** which went down rather well. Look out for a review of **Tank Attack** soon.



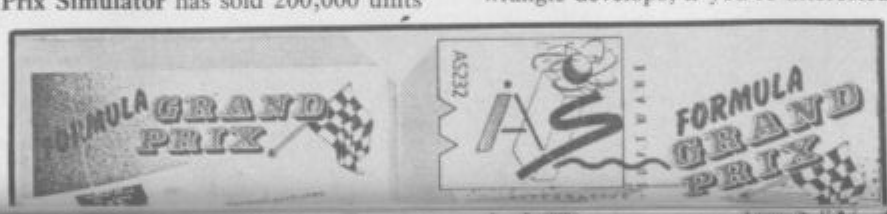
BUDGETEERS IN RIP-OFF CLAIM HORROR

By our 'Actually this one's true' Correspondent

Codemasters, those geniuses of self publicity, claim they're used to other companies envying their success. But even the little Darlings lost their temper when they saw Formula Grand Prix, **Alternative Software's budget re-release of an old CRL game,** Formula One. **It wasn't the game itself which infuriated them, but the packaging.**

Spokesperson Bruce Everiss steamed, "Their packaging and artwork plagiarises that of our best-selling **Grand Prix Simulator. Grand Prix Simulator** has sold 200,000 units in all formats, and we haven't yet converted it for 16-bit machines. We'll be issuing a writ against Alternative for breach of copyright and passing off" [legal term meaning making your product look like someone else's]. Their game's nothing like ours – it's a sort of management simulation – but we're fed up with people imitating our packaging design, so from now on we're going to be doing something about it."

Here are two packages for you to compare – spot the difference (if any). We'll let you know how the legal wrangle develops, if you're interested.



The Kamikaze Bear Headlines

Yoh! Barfbags! Lissen up! The Bear ain't enjoyin' th' festive season! Why not? 'Cuz everyone's happy, that's why not! Everyone's so busy buyin' presents, patronisin' old folks an' singin' round the Woolworth's Plastic Nativity Crib 'n' Shepherds set (£1.99 at all branches) that there's no work for a gun-shootin', bridge blowin', crocodile-throttling furbag like maself. Christmas? Doughnuts! It ain't as if there's anythin' to look forward to in the Noo Year. Them Codemasters varmints are threatening us with another **Dizzy** *game. Look, we*



FIREBIRD IN WOW FRENCHY MAG SHOCK HORROR SCOOP

By our Continental Correspondent

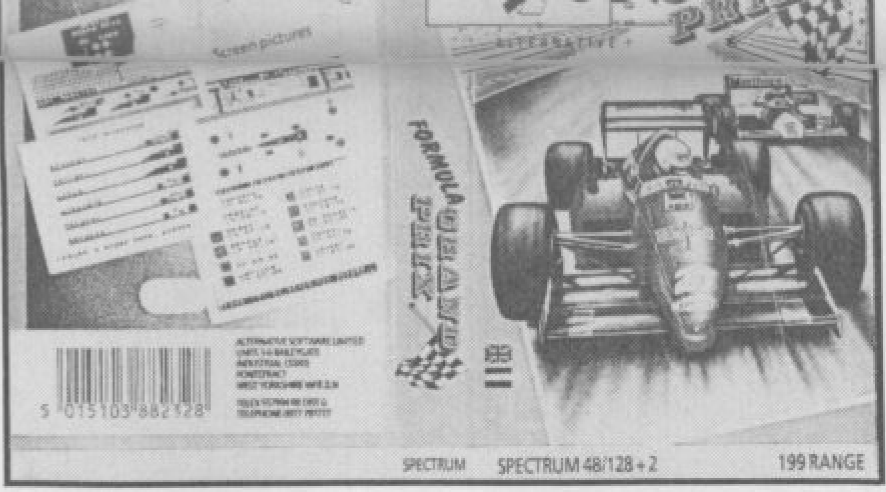
Firebird announced the other week amidst a whole barrle-load of self congratulation that they'd just scooped up an astonishing THREE awards in Tilt Magazine's, well, awards I suppose.

They STOLE the hearts of the French Journos with the graphics in **Virus,** picking up the BEST ANIMATION award.

The judges SWOONED over **Carrier Command** and bestowed the glowing title of Most Original Game on it. Well, obviously that's a translation. The award was probably called Les Grenouille de la Pompidu or something.

Finally, **Corruption,** which will probably not appear on the Spectrum for a very long time, won the Zuts Alors! C'est un tres bon quel que chos which translates into Best English Language Adventure.

So. Big kisses all round at B.T.





PUPPET STARS IN COMEBACK DRAMA

By our Wooden Performances Correspondent

Da-da da da, da da da da da da-da-da da daaaah! Thunderbirds are go! Yes, years after the original game by Firebird made everyone wish they had let the woodenhead puppets rest in peace, Grandslam has announced a new game based on the Gerry Anderson series. The Channel 5 budget videos have introduced the series to a whole new generation who weren't around when the series was first shown on ITV in the sixties. In Firebird's game, the Thunderbird machines had to penetrate a mine complex to rescue trapped scientists.

In Grandslam's version, the Thunderbird machines have to, er . . . rescue trapped miners from the bottom of a lift shaft. Doesn't sound promising, does it? Still, with all the famous Thunderbird vehicles, as well as our favourite characters Brains, The Hood, Lady Penelope and Parker, it's worth waiting until February to see it. We think.

*varmints are threatening us with another **Dizzy** game. Look, we tied Dizzy up, stabbed him in the head, stuck him in a wastepaper basket, kicked him senseless, pulled his guts out an' threw them all over the room. Can't some people take a HINT?*

Meanwhile Lord Taylor goes on holiday to Berlin, an' what does he bring me back? A Schmeisser? A nice helmet? No way. Chocolate. Cheerist! Ah LURV chocoloate, but you kin get chocolate in any newsagent. Some people just don't use their pointy heads. Jim Douglas fer instance. We hadda stick him in a corner with a tube of Pritt last week, just to keep him quiet.

At least here on SU we have big laffs an' still manage to sell a few comics. Ah soiled maself laffin' the other week when ah saw who one rag had chosen fer a Celebrity Computer User interview. Donny Osmond. DONNY OSMOND! Hah! What does Mr Puppy Love know about fightin' killin' an' playin' computer games? Who they doin' next week? Russell Harty (yeah, ah know he's dead).

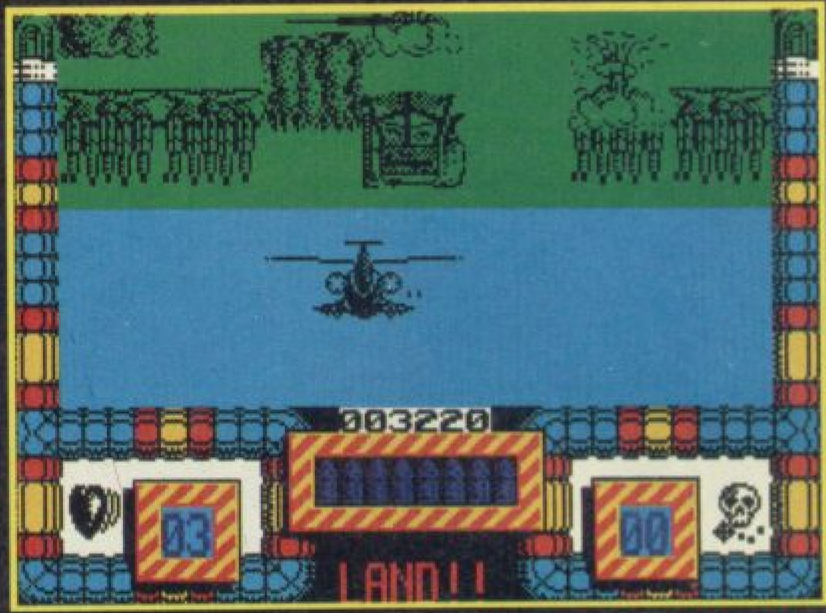
Meanwhile all this fuss about who shot President Kennedy, an' they don't ask the one bear who knows all the answers. A job that sloppy, it could only have been suicide.

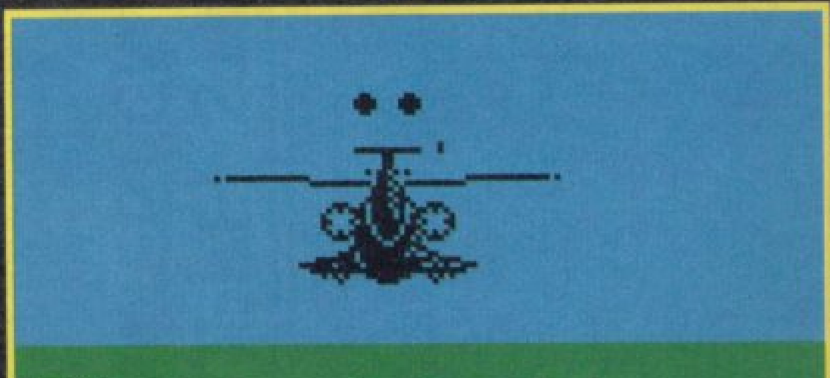
Ah'm gonna settle down now fer a bit of Chrismuss TeeVee. As usual, ma favourite, The Great Escape, is on. If the film ever snaps, they just have to call in this ol' bear, an' I'll fill in all the dialogue for them from memory. An' ah kin ride a motorbike.

Anyway, ma Noo Year Revolution is to give up Fruit Pastilles. So from now on, ah don't want ya to send me ANY . . .

HELL FIRE ATTACK







Whoah! Is this supposed to be **Afterburner** or is this supposed to be **Afterburner**? **Hellfire Attack** does an impression of **Afterburner** which is about as good as Mike Yarwood's impression of Margaret Thatcher, which is to say, it looks right but it's completely unconvincing.

The problem is that while the idea's roughly the same, the playability level is minimal. You never get the impression that you're in control of what's happening – it's just a lot of graphics flying around as if there wasn't anyone playing.

Your Thunderblade-style attack helicopter is equipped with a rotary cannon which fires all the time the chopper is airborne. Well, that's what it said in the instructions. In fact, the screen is so cluttered it's hard to tell when you're firing and when you're not. Just by lining up your sights you can knock down any targets close to hand. For some distant enemies you have to resort to using a laser-guided missile. Once your radar has locked onto a target, a square cursor appears on it, the word TARGET appears on your control panel and you can fire and forget.

Another useful trick is turbo power. By pressing the space bar you can increase your thrust two-fold; this allows you to speed past some enemies, and also to fly upside down. For some unknown reason I ended up flying upside-down even when I didn't want to, which is pretty off-putting.

The backgrounds include forests, seascapes and battlegrounds, but the targets are so ill-defined that you can't actually work out what you're shooting at or whether you've hit anything. Even more annoying, you can't really tell when you're about to be hit; the graphics are so messy and unclear that it's impossible to tell what's going on until it's too late, and your pilot is parachuting to safety. A charming little bug means that your missiles remain on the screen as you plunge to the ground. Another little jolly is the way the cliffs go blue once they fall below sea level. Clever programming.

About the only entertaining aspect of the game is the 128K sampled music, which includes a howling metal guitar bit and some whizzy drums. Apart from that, don't let the relatively impressive screen shots of **Hellfire Attack** fool you into thinking that this game is in any way a rival to **Afterburner** or **Thunderblade**■

ARCADE REVIEW

FAX BOX

HELLFIRE ATTACK *Label:* ***Martech*** *Author:* ***In-house*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
68	75
41	48
PLAYABILITY	LAST ABILITY

Disappointing Afterburner/ Thunderblade lookalike without the playability

Reviewer: Tony Dillon

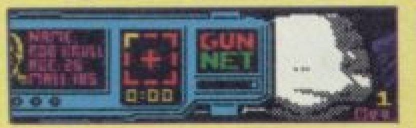
OVERALL 60

10 20 30 40 50 60 70 80 90

ATTACK


SEGA
TV ARCADE ACTION

TECHNO COP

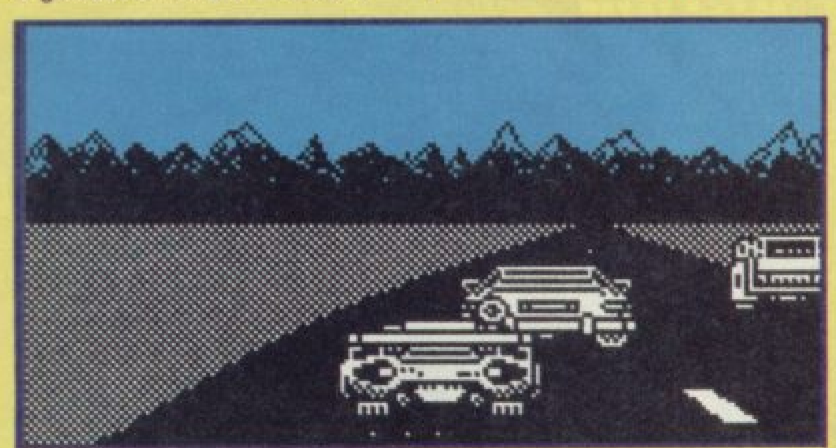


Half of this game is a lot like **Roadblasters**, in the loose sense that it involves car driving combined with missile shooting. Actually it's a very good **Roadblasters** type game, nice smooth scrolling road effect, well designed big car graphics and lots of action. Your car zooms along swerving and dodging to miss the bad guys cars and when in doubt you blast them off the road.

But that isn't all there is to **Techno Cop**. The plot has you pitted against a secret organisation of law breakers.





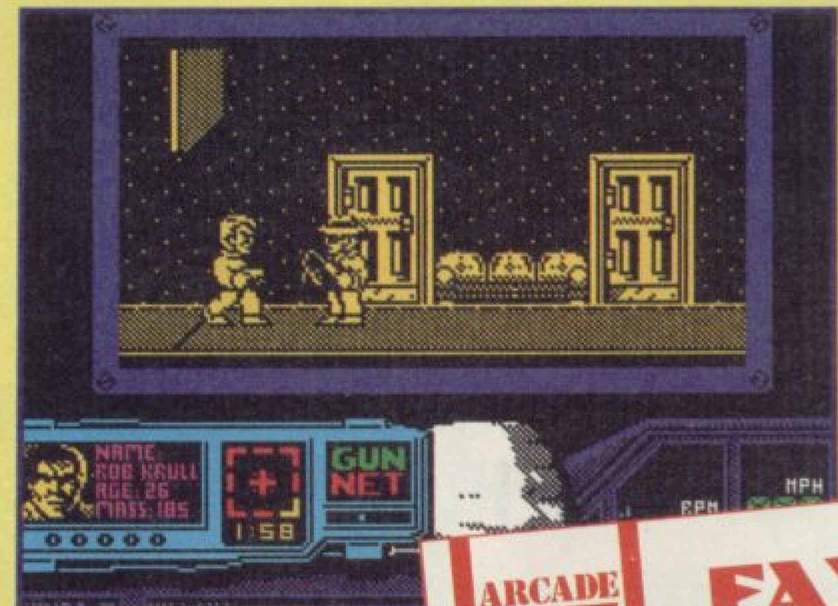


You, **Techno Cop** equipped only with a missile laden sports car and magnum have to rush from felony to felony hunting out the criminals, capturing or killing them and rescuing hostages or valuables. A successful arrest earns you promotion and some extra equipment for your car. If you were Jim Douglas you'd go for a surround sound CD player but being sensible you'll probably get NUKE-EM missiles (a sort of smart bomb to blow all the currently visible traffic off the road) Turbocharger (more speed) or hydraulic side rams to



bash other cars.

The game begins in the road section – it's simple enough at this point to dodge, ram or blast the enemy traffic on the road, but as you progress more and more traffic makes the going really difficult. At some point a message will tell you that a felony is in progress, give you a picture of the bad buy and instructions: arrest or kill. Speed on and soon your car will be led off the road to part two of the game.



Part two takes place on foot and basically it's a glorified platforms and ladders game. Your man can run and jump, go up and down in lifts and pick up useful items. These might include, first aid boxes (repairs any current damage to your person), tool boxes (repairs damage to car) and money (bonus points). There are also hostages for you to rescue for more bonus points.

You have limited time in which to find the criminal before he escapes and a direction indicator to help you track him but the maze of misleading dead ends, elevators that go the wrong way and hordes of enemy henchmen mean its pretty difficult. It gets more tricky as you pass to later crimes, if only because the buildings get bigger and bigger and the wrong turnings and cul-de-sacs get more and more frequent.

If you do nab the bad guy you'll get promoted and given some gear for the car. On to the next level. Sometimes you'll be asked to arrest rather than kill the felon – for this you have a 'Net' option which enables you to cast a net over the bad guy.

The 'interior' graphics are pretty good – quite big, tolerably well animated and moderately varied. Backgrounds tend to be a bit samey.

Although **Techno Cop** does have a slight feel of the 'two games stuck together'



syndrome, I really enjoyed it. The way the bonuses and extra car gear are interlinked between the two sections unifies the game pretty convincingly. The game planning is excellent – easy to get through the first stage, increasingly difficult afterwards.

So, nothing stunningly original in either part but **Techno Cop** is still seriously addictive and a serious contender for any 'must have in Christmas stocking' awards■

FAX BOX

ARCADE REVIEW

TECHNO COP *Label:* ***Gremlin*** *Author:* ***In house*** *Price:* ***£7.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

Brilliant cross between** Roadblasters **and** Robo Cop **nothing astoundingly original but plays great

GRAPHICS	SOUND
73	68
85	85
PLAYABILITY	LAST ABILITY

OVERALL **82**

10 20 30 40 50 60 70 80 90

TIME TO TALK

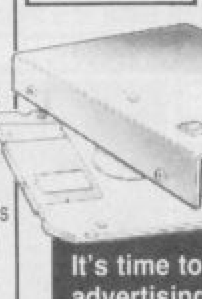
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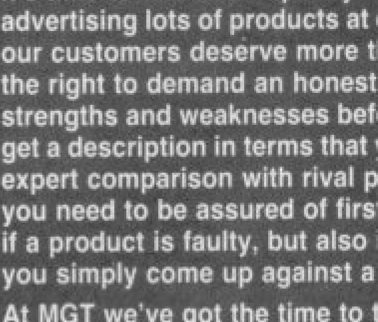
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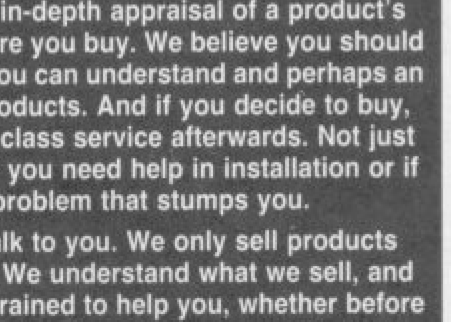
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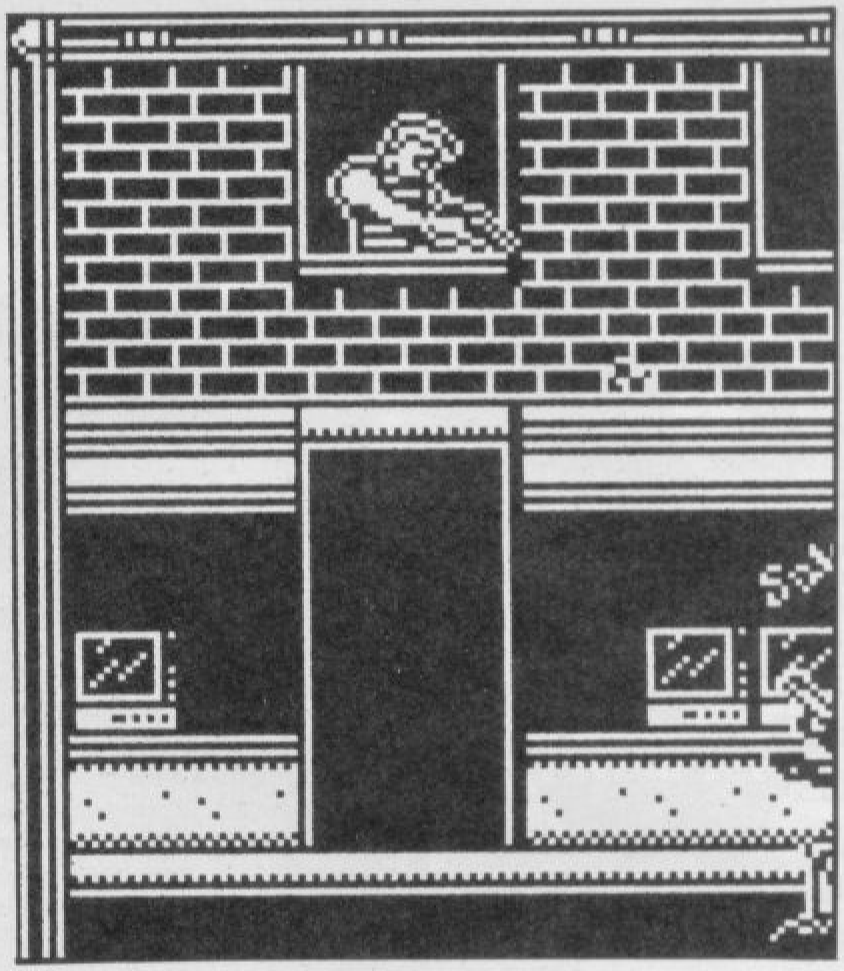
Access BARCLAYCARD VISA

1

ROBOCOP

Part Mag, Part Machine, All fantastic. That's *Sinclair User*. Not only is the most fantastic visual experience in the world (SU) giving you the best reading material around. Not only are we giving away a great bit of equipment for buggerall-money (the tape) but now we're offering you the chance to pick up a copy of the amazingly fantastic *Robocop* from Ocean Software at a full £1.00 off the price that normal goons would have to pay for it.

Robocop is reviewed elsewhere this month, and we reckon you'd be as mad as a very mad thing to miss out on the deal. So, cut out the coupon, send it off and when there's a kock at the door, make sure you've paid your parking tickets because old Robo will be there before you can spit, all condensed into computer game format. Fazzy.



£1·00 OFF

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ROBOCOP

Send coupon (and your name and address) to: Robocop Smash Offer, Ocean Software Ltd, 6 Central Street, Manchester, M2 5NS along with a cheque/postal order for the grand sum of £7.95 made payable to Ocean Software Ltd.

SMASH OFFER

2

FREE GAME!

What an amazing deal! Look at this list of games:

Hellfire Attack
Thunderblade
R-Type
Afterburner

Right. Got that? Well, how would you like to have any of the above games for the piffling sum of £6.99? Amazing eh? Simply write down on a piece of paper which of the games shown here you want plus your cheque for £6.99. But that's not all! See this list:

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Magnetron
Gothic
Crosswize
Dark Septre

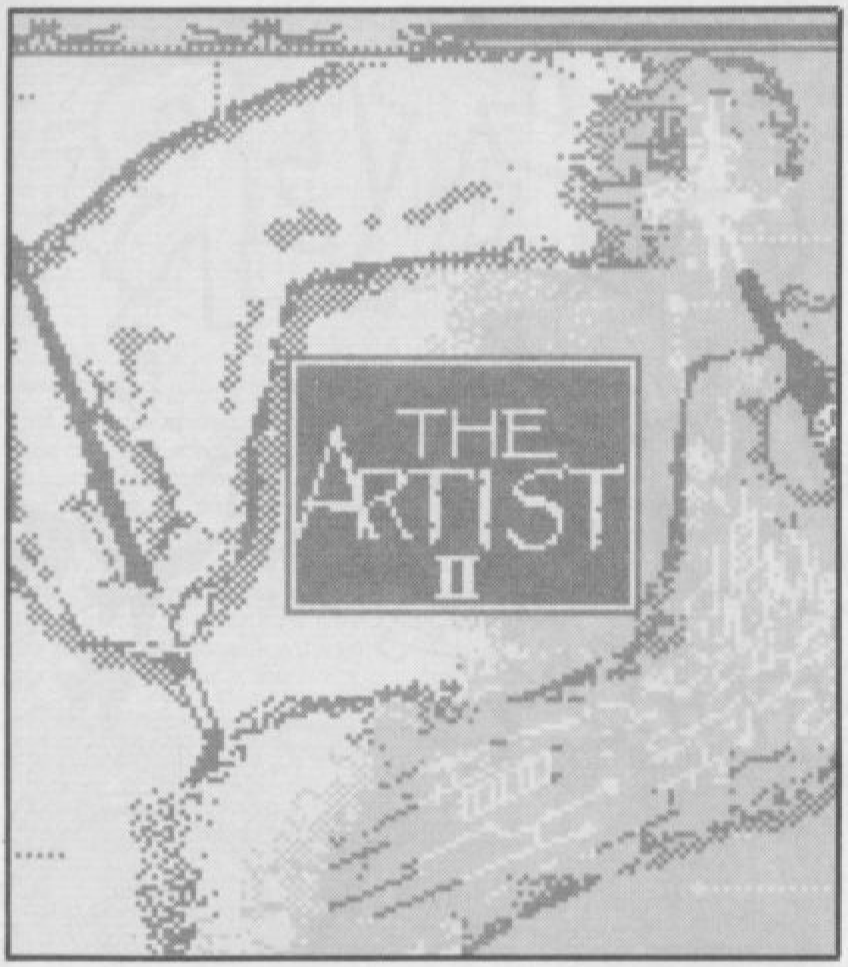
Right got that. Well, when you order your game, write one of those down as well and the super-saucy souls at Castle will send you it FREE! Yes – FREE! Astounding but true. If you want more than one free game, just order another £6.99 title.

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ARTIST II +3

Amazing! Astounding! Alluring! Yes. Artist II **from Softek is with us again, and this time it's lucky +3 owners who can finally use Softek's widely respected Art prog.**

For the astounding sum of £2 off the recommended price you can get yesself the disc and draw and paint and doodle and scribble and write and scribe and splash for hours and hours. The program has a whole cartload of features like zoom-in detail work, pattern fills, rotation and mirroring, outline, colour change etc, etc, etc.

The system uses windows which pull down and pop up like nobody's business, making the program a joy to use. And for the artful (fyak fyak) price of a mere £17.99, it's bloody good value too. Any questions?

3

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ARTIST II +3

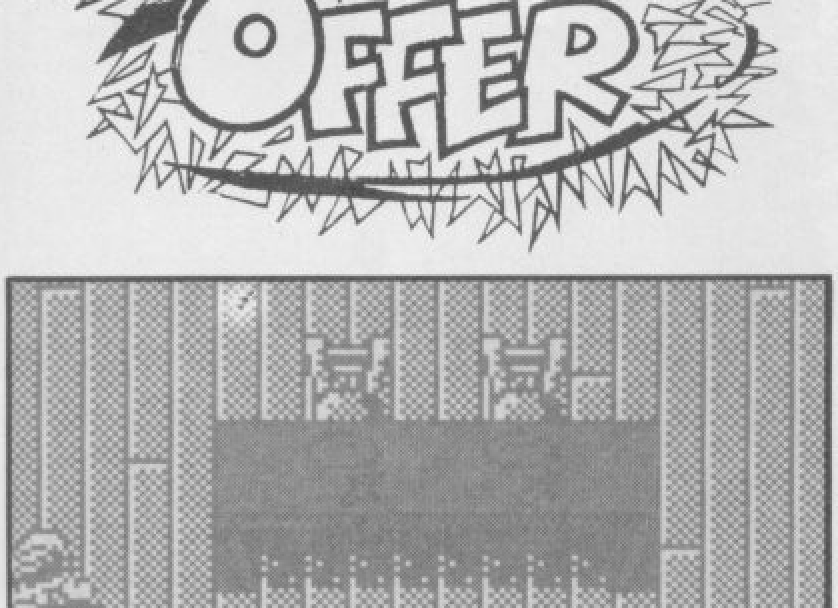
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SMASH OFFER

RAMBO III

Rambo III. Sequel to Rambo II. And Rambo I. And a pretty spiffy game too. If you've seen the film, you'll know that Jim (sorry, that's John) Rambo blasts his way through Afghanistan, clobbering Russkies and eating helicopters in order to save his best friend. Only friend, more like.

So you'll all want the game from Ocean, which captures all the violence and flower-arranging of the original. Rather than going down to your software shop, SMASHING the window, SHOOTING the staff and BLOWING UP the stockroom, why don't you get £1 off the normal price by taking advantage of SU's special offer? Send off the coupon together with your cheque or PO for £7.95 per copy and Rambo III will come smashing through your window in due course.



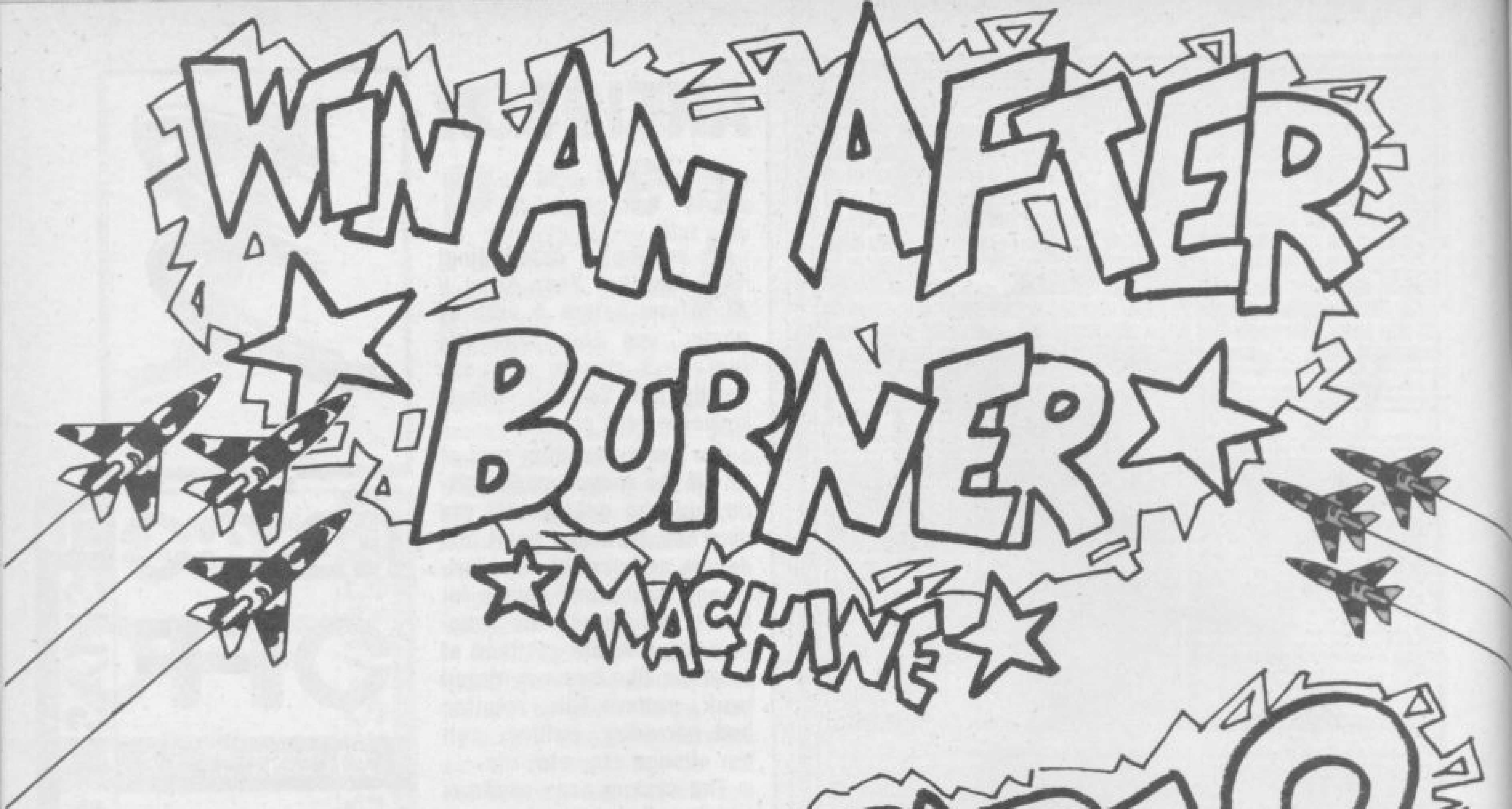
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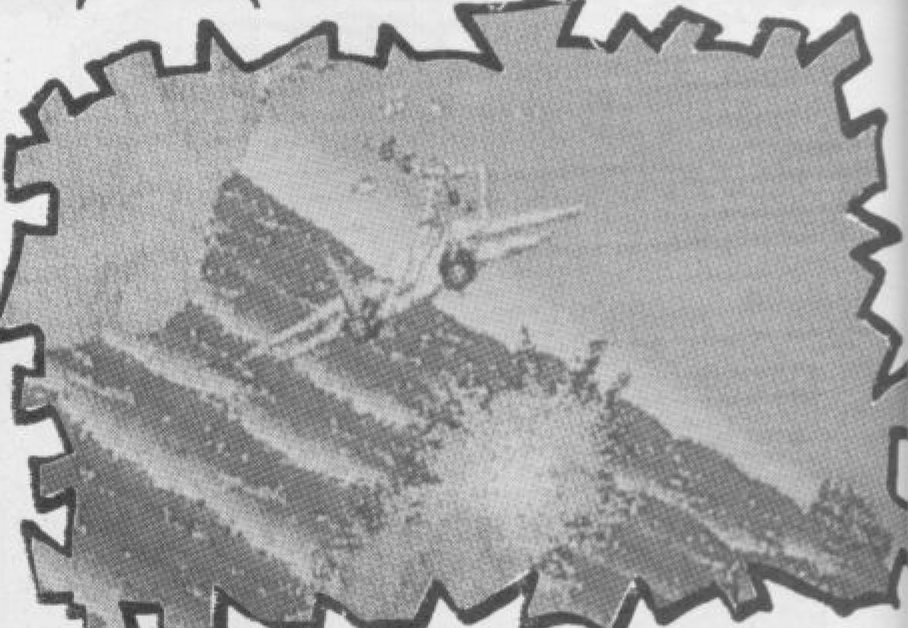
Ere weego ere we go, ere we go. On to part two of our most-astounding-compo-ever in the world WIN AN AFTERBURNER MACHINE!. **Yep last month (whatdya mean you didn't see it, go and get one now!) we explained that those generous people at Activision had given us a totally magnificent standy uppy real life** AFTERBURNER **machine. Gasp!**

All you had to do was look for the special little logos that look like this:

Which were hidden in the pages of the magazine. Being mean we didn't tell you how many there were or where they were hidden. We did say that they could be ANYWHERE.

For part two it's the same thing again. There are some more logos hidden in the pages of this magazine, we want you to scour the pages of the magazine even more closely than usual and write down where you find them.

When you think you have found all the logos in the December '88 and January '89 issues of SU, send in both forms with your full name and address explaining where you think the logos are.



AFTERBURNER COMPETITION FORM:

I think the total number of special AFTERBURNER **logos hidden in the pages of the January issue is ....**

LOCATIONS:

Page	Roughly where on the page
32	IN THE COMPETITION

My Name ....

My Address...

This competition is not open to employees of EMAP, Activision or people so rich they already own an Afterburner machine, Wayne Smedly of Southend may not enter this month either. We still don't like you Wayne.

THUNDERBLADE

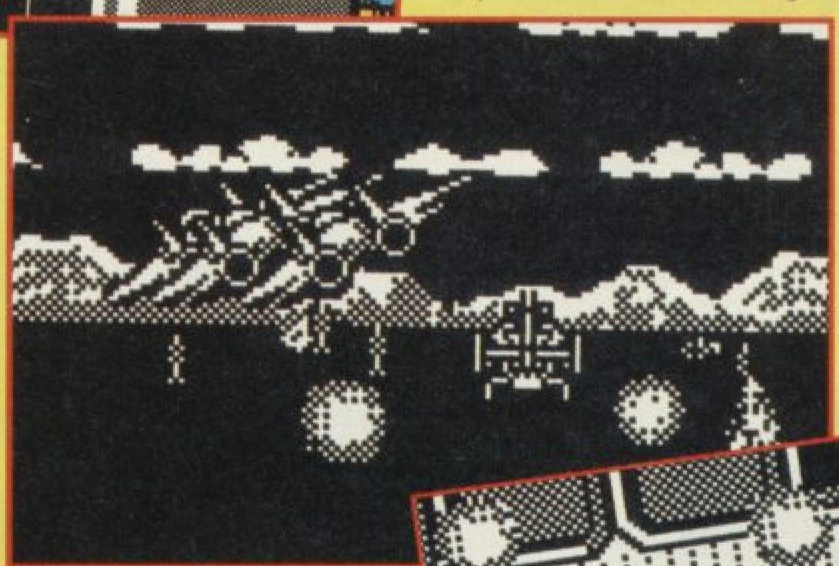
Everyone who's been to an arcade in the last 12 months, or indeed anyone who went near the US Gold stand at the PC show this year will know that **Thunderblade** has you as the pilot of a lone helicopter, battling against endless hordes of enemy tanks and airborne defences with only one thing in mind – the



destruction of a marauding rebel force that's slowly taking over your country.

The coin-op itself was an impressive sight. The fast, colourful realistic graphics were a sight to behold, and the pumping soundtrack more than enough to drive you over the edge. The cabinet wasn't quite so impressive. Sega steered away from the hydraulic impressiveness of the full **Afterburner** cabinet, and opted for a manual leverage control system. That means you have to move the seat around yourself with the control stick, which is quite a weighty process, rendering the sit-down version a little unplayable. None of that with the stand up against the wall version.

Thunderblade on the Spectrum is an impressive feat. So what if it's monochrome, it's fast, it's a very close copy of the coin-op, and it's GREAT! The only real problem with the graphics is that in some cases it can be just a little too hard to



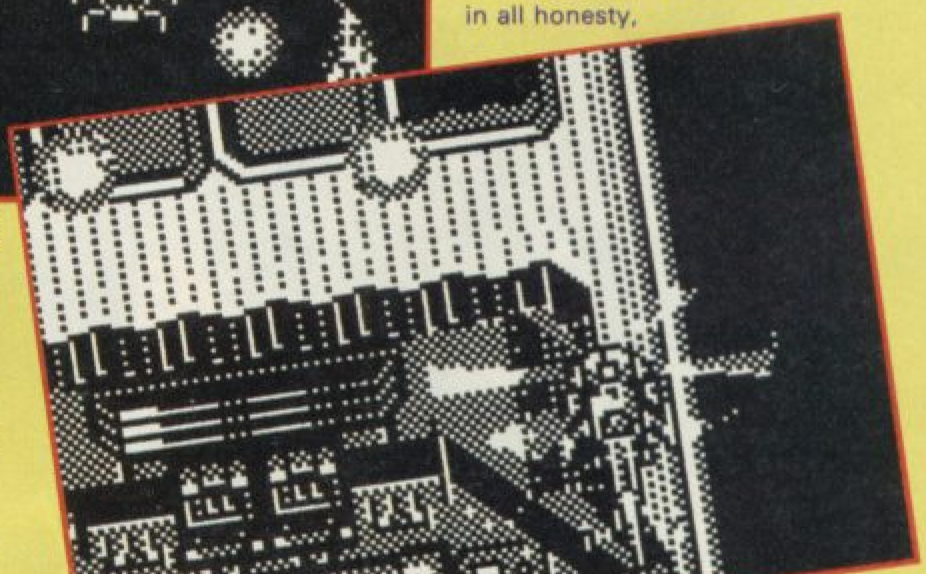


tell which are the enemy bullets and which are yours. This does make the game a little difficult, but I love a challenge.

The game control changes through three distinct, wonderful and different types. The first is implemented on the first screen of each level, and is a top down view of the surrounding area in a full 3D environment, in which you are free to move around.

The second screen also contains a full 3D environment, but this time you are viewed from behind and are flying forward through a startlingly real landscape of buildings and skyscrapers. Later, you fly through levels of canyons and a river section. The third and final level on each section is the fight against the big bad mutha.

Each of the four muthas is about four screens long and is viewed in much the same way as the first section, except you can't move in or out of the screen. Hundreds of gun emplacements line these huge



monsters of war, and have to be shot out. This is very hard to start with and gets progressively harder as you go along.

It's nice to see the same attention to detail in **Thunderblade** that is making **Op Wolf** and **Afterburner** sure fire hits in the conversion stakes. **Thunderblade** utilises the same 3D graphic environment generator as the coin-op which more than helps the feel along. Rather than trying to create solid buildings, for example, they have captured the 3D look by creating each image in planes, each plane holding it's position on screen via the laws of vanishing-point perspective. This means you get a very real look to the buildings, and it's a lot easier to manipulate large 3D objects than messing about with filled vectors.

Thunderblade is brilliant, and in all honesty, seems to be a real step forward for Speccy gaming. It's fast, smooth, quite playable and a darn fine conversion. It's not often I say this, but it seems that finally a US Gold game has lived up to it's hype■

FAX BOX

ARCADE REVIEW

THUNDERBLADE Label: **US Gold** Author: **Tiertex** Price: **£8.99 cass, £12.99 disc** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
94	74
75	83
PLAYABILITY	LAST ABILITY

Fabbo conversion of a good coin-op. It falls a little on playability

Reviewer: Tony Dillon

OVERALL **87**

10 20 30 40 50 60 70 80 90



SHAKE. R

RATTLE. ROLL IT . . .



Amiga screen shots shown

ST screen shots shown

E SENSATION OF THE YEAR'

AFTERBURNER – You've played the arcade **smash** – now **experience** the white-knuckled **realism** of a supersonic **dogfight** at home! Using your heat-seeking **missiles** and laser anti-aircraft **fire,** can you be **top gun** against a seething supersonic **swarm?**

Experience brain-numbing **G-forces;** bones **rattling** with the body-jarring **pitch** and yaw . . . **scan** with your **radar, lock on** your target and **FIRE!**

Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99), and MSX (£9.99).



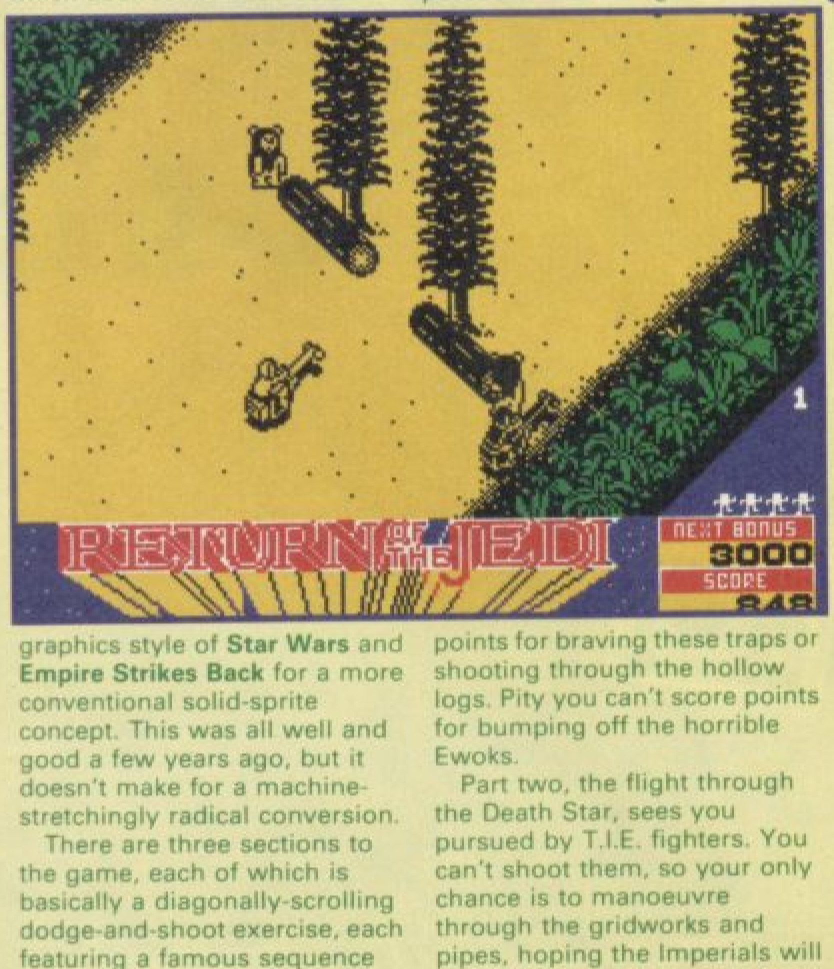


Another case of May The Farce Be With You. It's a bit late to convert the coin-op of George Lucas' third and least good **Star Wars** film – the coin-op itself hasn't been seen in the arcades since the year dot but being untopical has never bothered Domark. After all, **Live and Let Die** is ten years old. Never mind, perhaps the licenses are cheaper that way.

Still and all, as Darth Vader used to say, **ROTOJ** is a pretty good conversion of the coin-op, which abandoned the vector-graphics style of **Star Wars** and **Empire Strikes Back** for a more conventional solid-sprite concept. This was all well and good a few years ago, but it doesn't make for a machine-stretchingly radical conversion.

There are three sections to the game, each of which is basically a diagonally-scrolling dodge-and-shoot exercise, each featuring a famous sequence from the film. The first features a chase on speeder bikes, in which the furry, loveable Ewoks help you avoid the Imperial stormtroopers; then there's a bit of a giggle with a Scout Walker, and a chase through the insides of the Death Star in the Millenium Falcon. In all three sections, the diagonal scrolling is good, but the graphics are completely unremarkable and the action is tediously predictable.

In part one, the speederbike chase you can barge your imperial pursuers into trees, or manoeuvre your way behind them and shoot them out of the saddle. The Ewoks lay traps into which you can lead the enemy; trip wires, hang-glider bombers and log traps which allow you through, but catch your pursuers. You can gain bonus points for braving these traps or shooting through the hollow logs. Pity you can't score points for bumping off the horrible Ewoks.





Part two, the flight through the Death Star, sees you pursued by T.I.E. fighters. You can't shoot them, so your only chance is to manoeuvre through the gridworks and pipes, hoping the Imperials will smash themselves to bits before they shoot you down.



Reach the reactor and knock it out, and you flee the exploding Death Star just in front of a wave of fire.

The final phase involves a Scout Walker making its way through the forest, jumping over log traps and avoiding rolling boulders. This is perhaps the least good of the sections, because there's something wrong with the perspective of the Scout Walker's design.

There are three levels of difficulty, but no real excitement or challenge to make you want to carry on to the highest levels.

Overall, I think there are two things to be thankful for; one, there aren't any more games in the series; two, Domark doesn't have the licence for **Ewoks: The Battle for Endor**... YET!■





FAX BOX

ARCADE REVIEW

RETURN OF THE JEDI Label: **Domark**
Author: **Consult Software** Price: **£8.95**
Memory: **48K/128K** Joystick: **Various**

Faithful but uninspiring coin-op conversion

GRAPHICS	SOUND
60	60
59	59
PLAYABILITY	LASTABILITY

Reviewer:

OVERALL **60**

10 20 30 40 50 60 70 80 90


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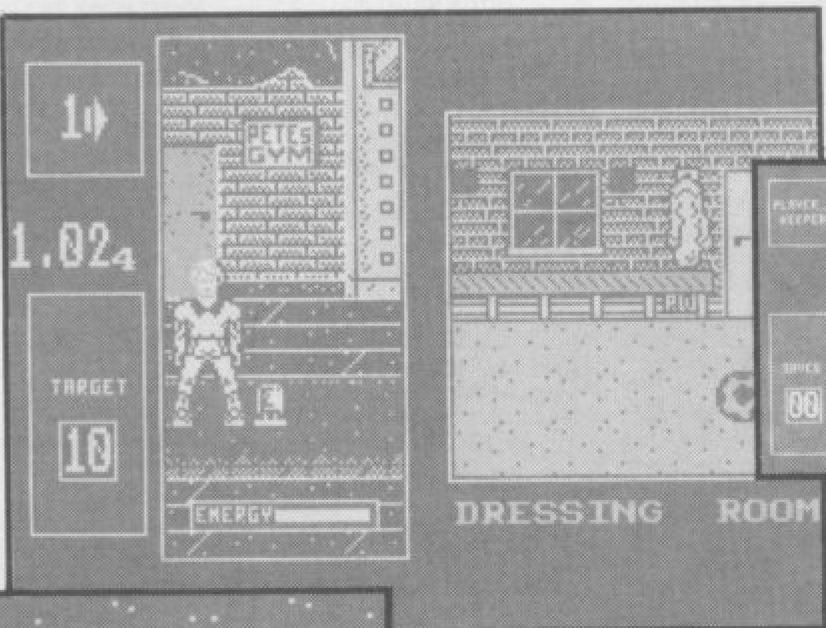
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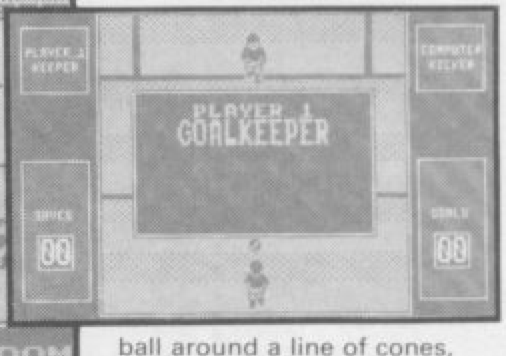
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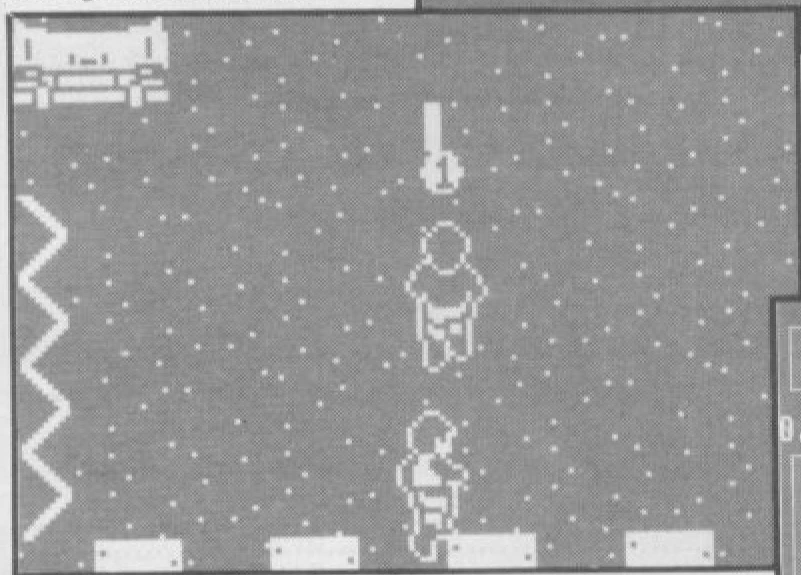
4 SOCCER SIMULATORS

4 Soccer Simulators are just that. Four games that attempt to simulate some aspect of good old British soccer. The four programs are, in order of appearance on the two double sided cassettes:

11-a-side soccer. In at the deep end with the full blown match. The game is viewed, as all seem to be nowadays, as an overhead bird's eye view, with your player highlighted by a little figure one that floats







ominously about his head. The pitch scrolls in all eight directions, or rather flip-scrolls and unlike some previous games, your current player is always on-screen. You can change between players by centering the joystick and pressing fire.

The only problem with this section, and two of the other three, is the almost complete lack of any playability. Everything else, bar the game's slowness, isn't too bad, but to say that it's impossible to do anything else other than roll the ball along the ground wouldn't be an understatement.

It's not that the game's difficult. Perish the thought. It's just that it's bloody hard to control. The slowness adds to that, plus the poor joystick response and the fire button which doubles as a 'change control to the next available player' key. Also the 'kick the ball a short distance in front of you' key makes it a little difficult to get anywhere. At least all the rules are there. The fouls are quite funny; the opponent goes for the ball, kicks you, and you go A over T onto the grass.

The following two programs, Indoor Soccer and Street Soccer, are exactly the same and suffer from the same faults. The only differences being the backdrops and varying amounts of players.

The final event, the Soccer Skills program, is a much more worthwhile load. It consists of seven events, all designed to get you fit and healthy. Well, get your on-screen person fit and healthy and knacker your joystick. Four of the events are the usual Daley Thompson type sit ups, weights, bar lift and push ups. The other three are useful events and help you practise for the game proper. Dribbling has you controlling a ball around a line of cones, going in and out in the best Bobby Charlton style. This helps you get used to the feel of controlling your man and also helps you get used to dribbling. Penalties and Goal practise give you the chance to take shots at goal and also give you practise at saving them.



Graphics are small, but quite detailed, and monochrome graphics have been used to good effect.

The sound is nothing, but the normal bumps here and there and a whistle sound effect at half and full time.

This would be quite good were it a budget product, but it isn't. **4 Soccer Simulators** is Code Masters first entry into the full price market, and from what I've seen, I'd say stay with what you're best at■

ARCADE REVIEW

FAX BOX

4 SOCCER SIMULATORS Label: *Code Masters Gold* Author: *In-house* Price: *£9.95* Memory: *48K/128K* Joystick: *various*

Tedious collection of football games and way over priced.

GRAPHICS	SOUND
65	40
21	32
PLAYABILITY	LAST ABILITY

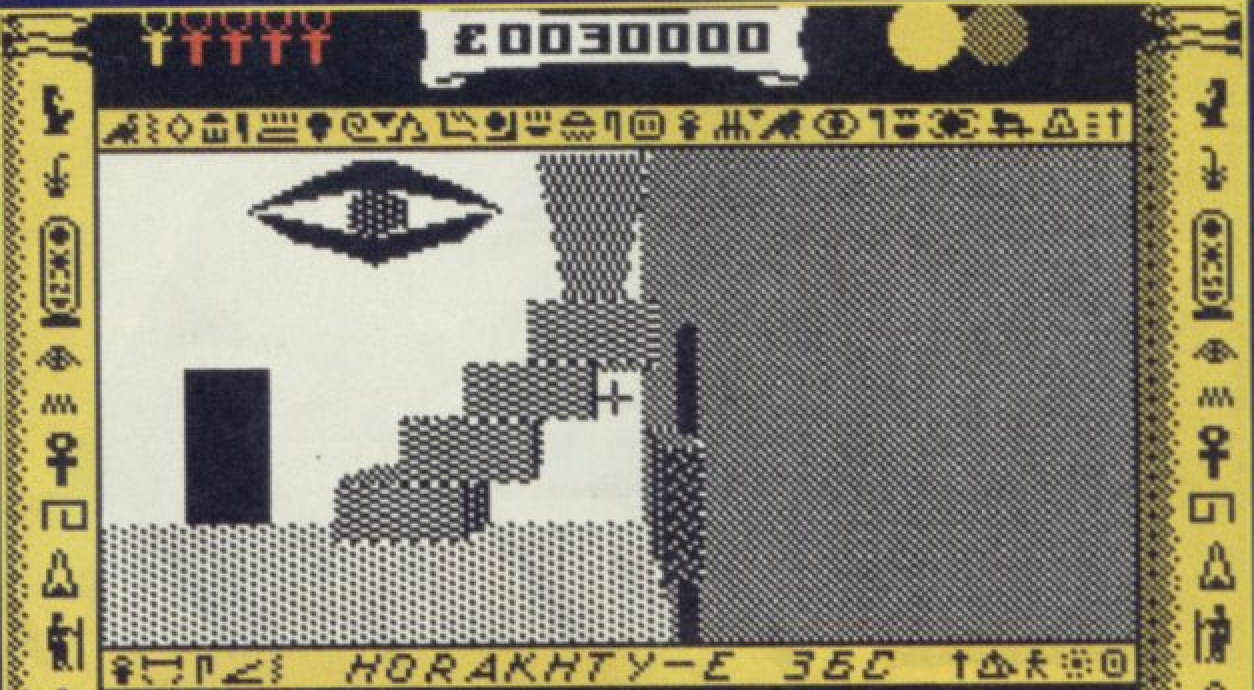
Reviewer: Tony Dillon

OVERALL 42

10 20 30 40 50 60 70 80 90


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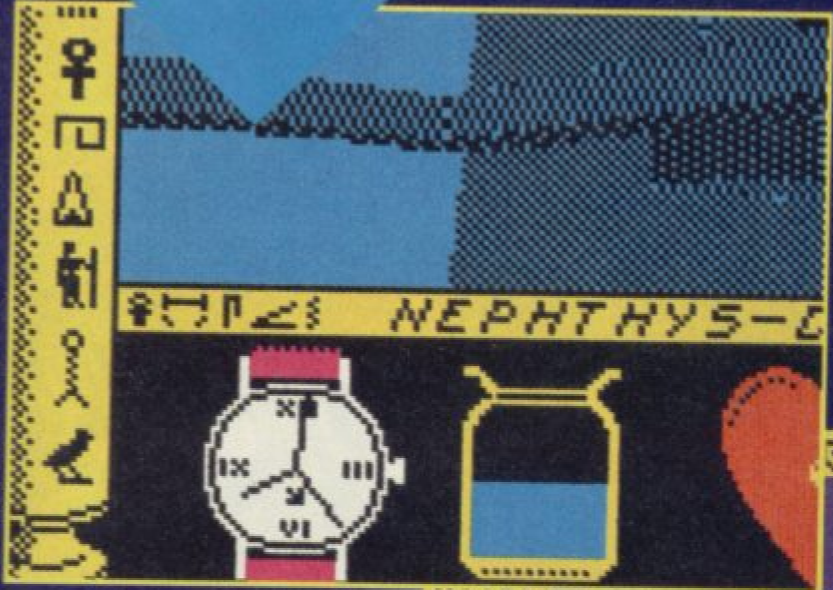
TOTAL ECLIPSE

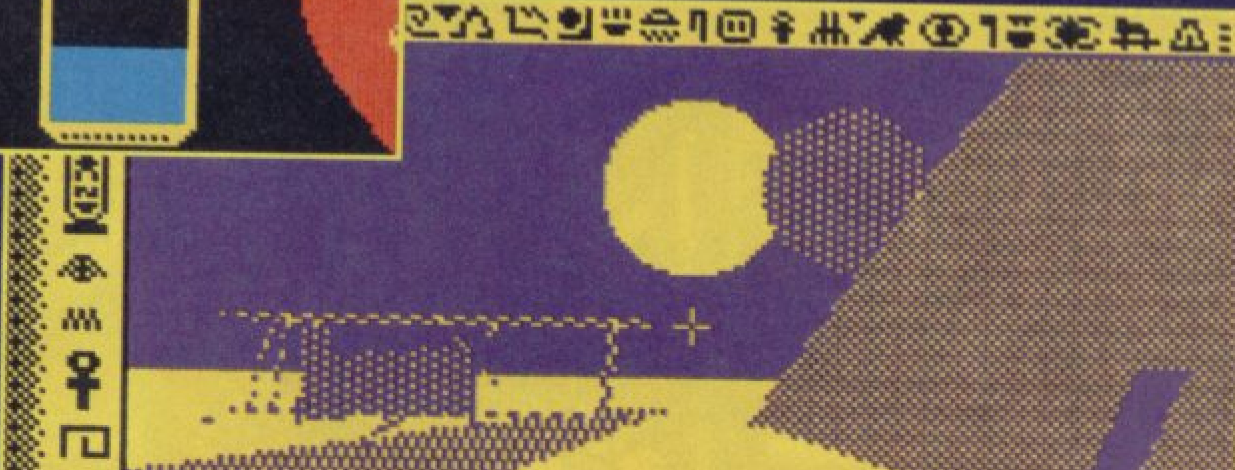


In the beginning, there was **Driller**. Then, a bit later, there was **Darkside**. Now, even later than that, there's **Total Eclipse**. What do they all have in common? Freescape, Incentive's revolutionary 3-D display system which lets you explore every aspect of the gameplay area from every angle, that's what.

The plot of **Total Eclipse** is a bit more down-to-earth than the science-fictiony **Darkside** and **Driller**. This one's set in the 1930's, and your task is to explore an Egyptian pyramid and destroy the shrine of the sun-god Re. Oh, did I mention, the world is going to be destroyed by lunar meteorites if you don't manage it in two hours? Well it is.

The Freescape backgrounds are, as usual, excellent; each separate chamber is shown in a single colour, with rampways, stairs, treasures, mysterious objects and doorways liberally scattered throughout. To move through locked doors you need to collect Ankh symbols; to please your bank manager, pick up treasure; to keep yourself in good health, find water troughs and keep an eye on your heart rate.

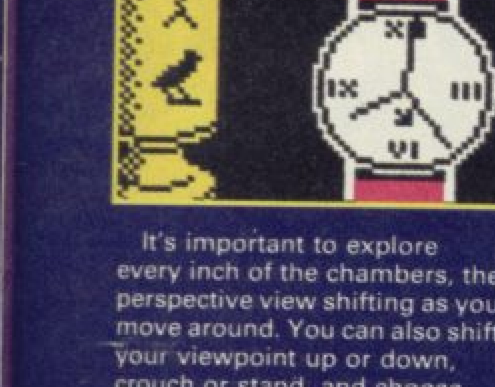




It's important to explore every inch of the chambers, the perspective view shifting as you move around. You can also shift your viewpoint up or down, crouch or stand, and choose your speed of walking. Watch out for unexpected falls; too many jumps off stairways, and crying for mummy won't do you any good.

Interaction with objects consists mainly of shooting them; activate your sights with the space bar and you can aim at and shoot any object. Try shooting the eye on the wall for a useful clue, or the casket for a helpful object.

While the pretty glyphs on either side of the main display serve no function at all, the gubbins at the bottom of the screen is invaluable. The wristwatch shows you the remaining time until the eclipse, and zooms forward if you hold down key R to rest. The water bottle shows your remaining supply, while the heart beats in time with your pulse. If it starts palpitating violently, it's time to take a rest, or you may die of a heart attack. The continuous sound effect of the heart beating is the only annoying aspect of the otherwise satisfactory sound effects.



So far, there's little chance of me winning; usually, I run out of water, at which point you die and get treated to the sight of the moon exploding.

Total Eclipse is a fabulous game-playing experience, but it must be said that if you have already played **Driller** and/or **Darkside** you may find it a bit samey. Like the Ultimate Filmation games, which started off as astonishing and ended up as dead boring WITHOUT ACTUALLY DECREASING IN QUALITY, Freescape games might have a fairly short life-span. So get 'em while they're hot■

ARCADE REVIEW

FAX BOX

TOTAL ECLIPSE Label: **Incentive** Author: **Major Developments** Price: **£9.95/ £14.95 disc** Memory: **48K/128K** Joystick: **Various**

Technically good but samey 3-D adventure

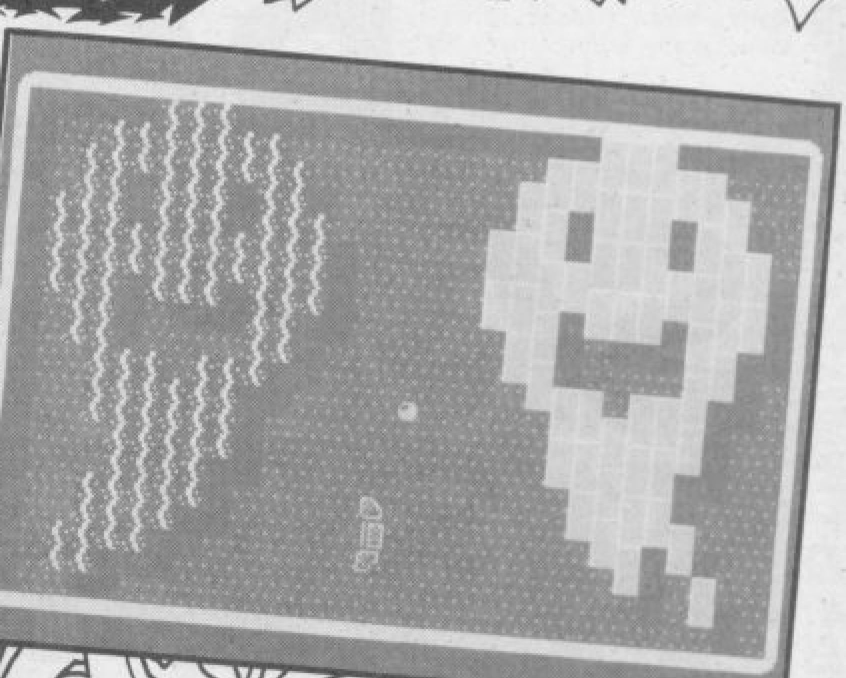
GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
89	60	89	90	88

Reviewer:

Oh dear, here we go again with yet another **Breakout** variant. Well, not exactly. This one's a little different.

It has all the usual features of the **Breakout** games. The bat, the ball and the wall of bricks. Let the ball get behind the bricks and you lose a life. All pretty basic stuff, so what's new?

For a start, there's normally more than one bat on screen. That's been done before, you say. The bats can be on different walls and even floating in mid air. Seen it before, you say. You can have simultaneous two player action. Yawn. But have you seen all of those features on one common game? All this and a screen editor. **Wow!**







The aim behind **TRAZ** is to destroy all the blocks on a screen and then escape through one of the exits into an adjacent screen. To destroy the bricks, you have to bounce a ball off your bat into them, or use one of the pods that fly around, giving you special powers when caught.

The 64 screens are arranged in a maze of eight by eight screens. You have to try to find your way out, which isn't very easy, when you consider you have to clear the screens before you can even try.

It's the large amount of things going on at once on a screen that makes **TRAZ** a lot harder than most other **Breakout** clones. For example, having four bats under your control at once, one on each wall, as well as having lots of roaming monsters and funny little tiles that change the ball's path make some screens almost completely unplayable.

The graphics on the whole are great, even better than the megafab **Arkanoid 2** and **Batty** screens. The backgrounds are shaded and colourful, but there's none of the old problem of not being able to make out the ball. The bricks are colourful and shaded, and of course, clash free.

The screens are well laid out and most are amazingly taxing. Designs like the original **Ace 2** advertisement and a flag appear in places and due to most of the screens irregular shapes, there's not much chance of getting a lucky ball trapped in the back, bouncing around, knocking out huge amounts of bricks and knocking up some mental scores.

The screen designer is easy to use. Simply a matter of choosing a type of tile and laying down as many as possible. All your designs can be saved out and loaded back in to be continued later. The only thing I didn't like about the designer was the way you have to design all 64 screens and the map, as opposed to just one screen.

TRAZ isn't anything new to the world of Spectrum games. That said, it is a little bit different, and worth a look if you're a fan of the genre or are just after a bit of a challenge■

ARCADE REVIEW

FAX BOX

TRAZ *Label:* **Gamebusters** *Author:* **In house** *Price:* **£1.99** *Memory:* **48K/128K** *Joystick:* **various**

A fresh twist on the old Breakout theme, a little too confusing to be playable

Reviewer: Tony Dillon

GRAPHICS	SOUND
73	54
61	75
PLAYABILITY	LAST ABILITY

OVERALL **68**

10 20 30 40 50 60 70 80 90

PC200 SOFTWARE ROUND-UP

Sinclair's PC200 is now in the shops, and despite the reluctance of games software companies to convert products until the machines has sold in quantity, there is a reasonable selection of PC-compatible games software. The problem is that very little of it comes on the PC200's 3.5 inch disc format, since most PCs use 5.25 inch discs.

Most of what is available on 2.5 inch disc is from Mastertronic, which is good because this means it's also cheap. Many of the Mastertronic titles are conversions of existing Spectrum games, which isn't necessarily good because it means that there's nothing new and spectacular for the PC. Still, at £9.99 a go, most of it isn't bad.

NINJA

A heads-down no-nonsense mindless martial arts arcade adventure. Evil warlord Akuma and his band have stolen the Seven Jade Idols from the village of Tambo Machi. You, the greatest ninja warrior of Japan, have been called upon to help the villagers. Your goal is to recover all the idols, but to do this you will have to defeat all Akuma's henchmen. There are karatekas, who will kick you senseless; judo experts who have a deadly punch; and, most dangerous of all, ninjas armed with throwing stars and swords.

There are six levels, with between one and six screens each. As you move from screen to screen you will encounter your enemies, and find a jade idol on each level. The backgrounds are dreadful, which is a pity considering how good they are on some versions of the game, but the combat sequences are quite good; punches and kicks, swords and shurikens, death and destruction.

★ ★ ★

KOBYASHI NARU

Text and graphics adventure in which you search for transcendent knowledge of all. Pretty ho-hum.

★ ★ ★

DEMON'S FORGE

Dreadful-looking Quill-type text-and-graphics adventure. Escape the dungeons and overcome the king's guards to regain your freedom.

★ ★

PROWLER

Helijet flight simulator set in 2150. Pilot your Prowler against the tanks, aircraft, hoverships and mothercraft of the Peradusian invaders. Out-of-cockpit view. Not bad.

★ ★ ★ ★

JONAH BARRINGTON'S SQUASH

Probably the only squash simulation on the PC, or any other computer for that matter. Perspective view of the court, choice of skill levels and controls. Some hilarious animation.

★ ★

FEUD

An enjoyable magical mystery set in jollye olde mediaeval Englande. Two wizards battle for power by searching out ingredients for magical spells. At the bottom of the screen is a flipping Spell Book which shows the ingredients needed for each spell; a map display helps you to search out the various herbs. Having found the two ingredients of a spell, you must return to your cauldron to combine them. Spells include Lightning Bolt, which can be used against villagers, zombies, witches and other characters; Protect, Freeze, Invisible, Heal and so on.

The ulitmate aim is to defeat your rival wizard, though there are many ways to go about this; the instructions cover how to collect ingredients and cast spells, but don't give many clues about how to win. Enjoyable and colourful.

★ ★ ★ ★



ROGUE

Dreadful-looking dungeons-and-dragons style adventure with pitiful character-square graphics. A version of the mainframe game Dungeons of Doom, and it looks it.

★

PUB POOL

An unusual pool game played on a hexagonal table. Full control of power and angle of shots, one or two-player options and increasingly difficult frame layouts.

★ ★

VEGAS CASINO

Compilation of three one-armed-bandits style card games. Video Poker, Blackjack and Jackpot. Dull graphics, but addictive as fruit machine sims tend to be.

★ ★

STORM

Dungeons-and-dragons style arcade adventure with elements of **Gauntlet.** Guide Storm, the Warrior, through chambers of the wizard's castle, fighting monsters and avoiding traps.

★ ★ ★

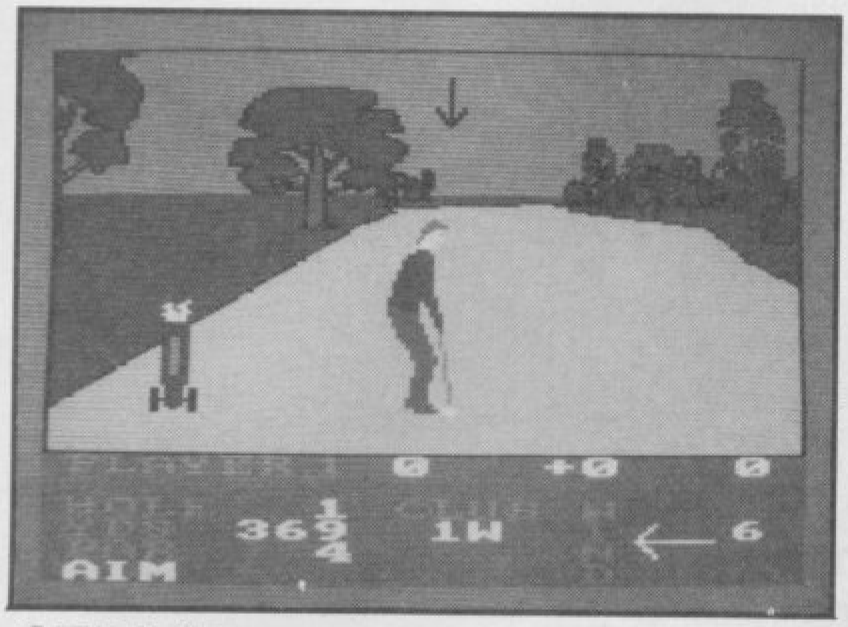
NEW•MACHINE►SINCLAIR•PC•200◄NEW•MACHINE►SINCLAIR•PC•200

PRO GOLF

A rather nice golf simulation, including many of the features of the more expensive **Leader Board.** Joystick or keyboard control of the appallingly-animated golfer is okay; the backgrounds of trees, fairways and greens is good, though the movement of the ball is unrealistic.

You have a complete choice of clubs, and once you reach the green, the putter is selected automatically. To set direction you move an arrow which appears above the fairway, making allowance for wind speed shown at the bottom of the screen. You make the shot by moving the joystick left to set the power, then right to make the shot. To shoot straight you must balance the time of the left and right swings equally. Once you're on the green, a close-up window showing the hole and a slope indicator helps you to judge your final putt. The manual contains a course map and club charts which help you to select your clubs and estimate the power and direction of your shots. If only the animation of the player wasn't so bad, **Pro Golf** would be almost as good as the more expensive **Leaderboard**.

* * *



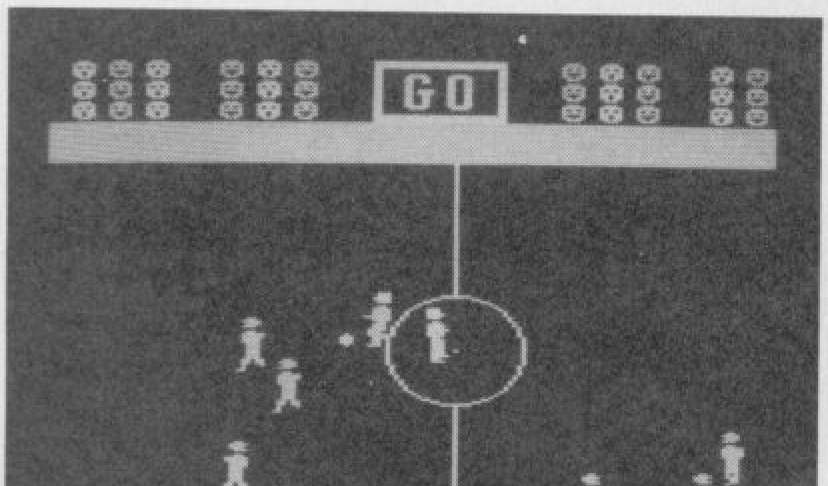
STRIKE

Not a car factory simulator, but a ten-pin bowling game with only one major omission; you don't see the pins falling, just the diagonal alley and your little man. Pretty poor.

*

FIVE-A-SIDE SOCCER

An enjoyable soccer game, despite the dreadful graphics, sound effects and scrolling. Two teams of five compete in a ten-minute match, two five-minute halves. In five-a-side the pitch is surrounded by boards, so th eball normally stays in play. You can play agains the computer or an



opponent, and the computer automatically selects the player you control according to which is closest to the ball. You can dribble, tackle and shoot by pressing the fire key or button.

Once your opponent is in your goal mouth, control switches to your goalie. You can dive left or right, or block low or high. It's even possible to foul opponents with a good kikc, and you may or may not collect a penalty. There's also a shoot-out option for tie-breakers, where a single player takes shots against the goalie. Good fun, despite looking awful.

* * *

ROCKFORD

Yet another version of the awful **Boulderdash.** This one sees the disgusting Rockford mincing his way through four levels on each of five boulder-strewn worlds. A Melbourne House title.

* * *

METROPOLIS

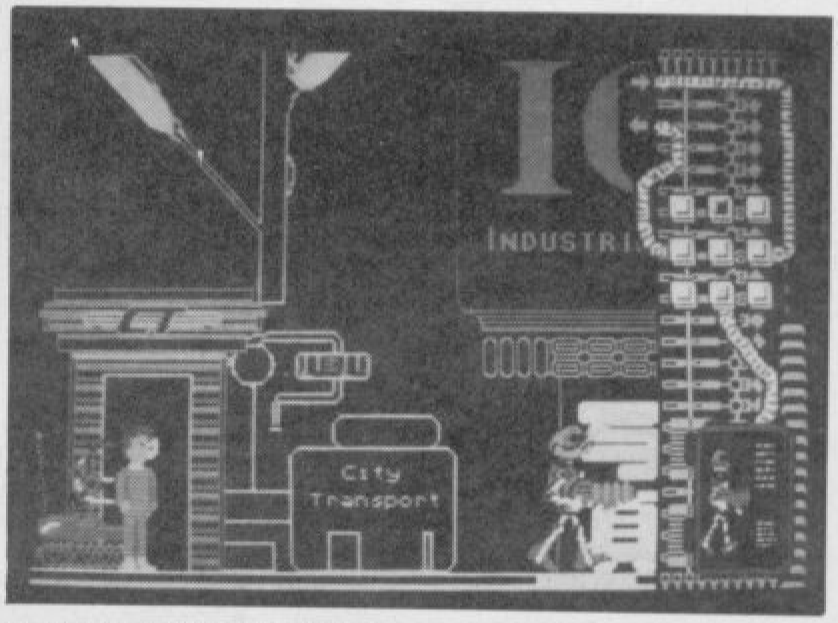
Another Melbourne House title, **Metropolis** is an interactive strategic arcade-adventure simulation thingy, involving bits of ideas from half-a-dozen different games. The Metropolis is controlled by a computer intelligence which you can interact through its many robotic agents. As you move through the city, visiting different buildings in your quest to solve a series of mysterious crimes, speech bubbles appear giving you clues, helpful information and directions. The graphics are large and colourful, and the animation smooth – by PC standards anyway.

Once you have solved one crime, you progress by Zoom Tube to the next level. To the right of the screen is a display of a numeric keypad, the corresponding controls for which allows you to display help messages, enter doors, change direction, get news reports and terminate conversations.

The really clever part is that, as in a text adventure, you can type in speech and get a reasonably convincing response from the computer. There's a game save facility, and a helpful manual giving a map of the city, a list of locations and notes on the characters.

Excellent fun, and a good demonstration of what a PC is capable of when it isn't limited to eight-bit conversions.

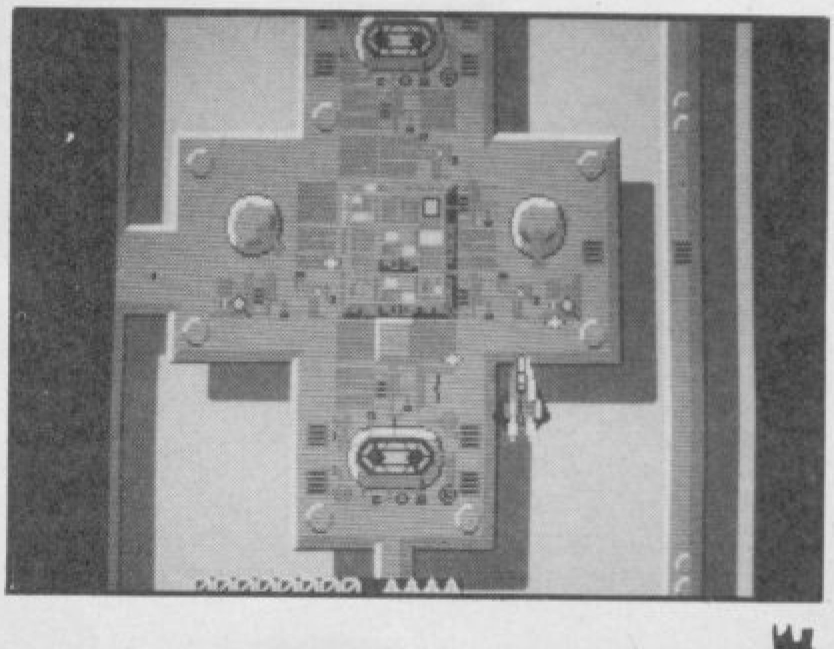
* * * *



SIDEWINDER

A decent vertically-scrolling shoot-'em-up originally designed for the ST and Amiga. Lots of colourful blasting of ground and air targets, but no significant gimmicks.

* * *



COMPETITION

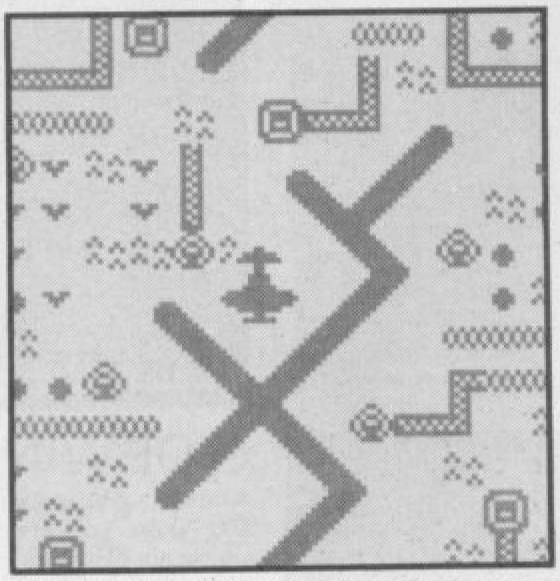




Airborne Ranger competition

It's a man's life in the President's Own Screaming Mad Death from the Skies Airborne Rangers. One second you're sitting in a hut knitting, the next you're parachuting out of a plane over occupied territory, a bazooka clamped between your teeth and mayhem in your heart.

Microprose's Airborne Ranger game captures all the zany excitement of being a highly-trained killer. There are twelve missions to complete, ranging from sabotaging enemy bases to blowing up planes and kidnapping enemy officers. Now we're giving you the chance to feel like a real Airborne Ranger by winning an authentic MILITARY-CIVIL HIGHLY TRAINED KILLER OUTDOOR SURVIVAL TENT! Ideal for operations behind enemy lines, the tent packs into a neat portable form and comes complete with all necessary sprockets, cleats, flanges and thingumies.



Two runners-up will win a MILITARY-STYLE HIGHLY TRAINED KILLER SLEEPING BAG ideal for, er . . . sleeping in!

Just answer the multiple-choice questions:

1) What is the code number of the aircraft in Microprose's Stealth Fighter Simulator?
A) M6
B) F19
C) CMB64

2) Which organisation consists of highly-trained fighting troops?
A) TWA
B) CEGB
C) SAS

3) A fortified weapons bunker is known as a
A) Pillbox
B) Hatbox
C) Pencilbox

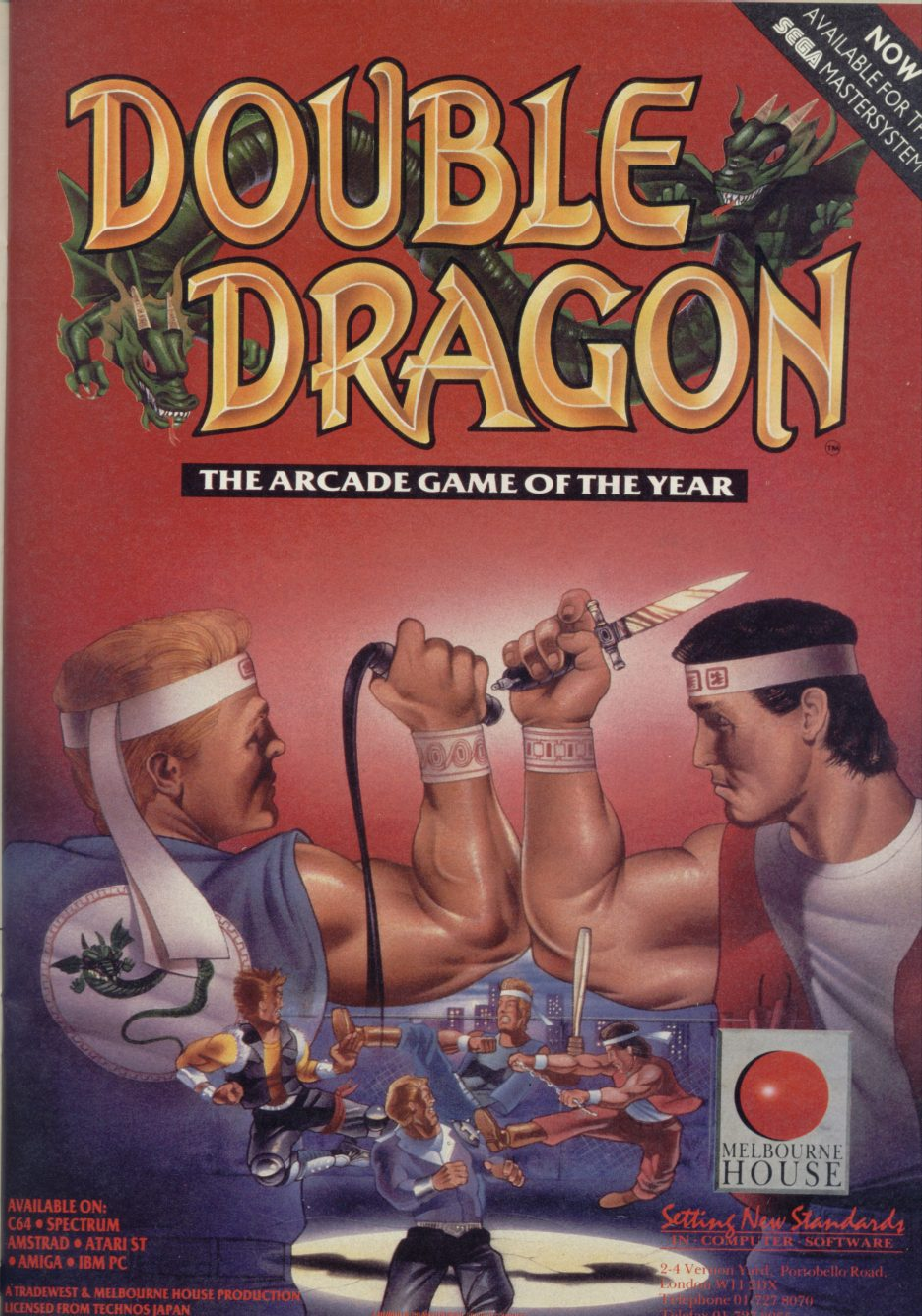
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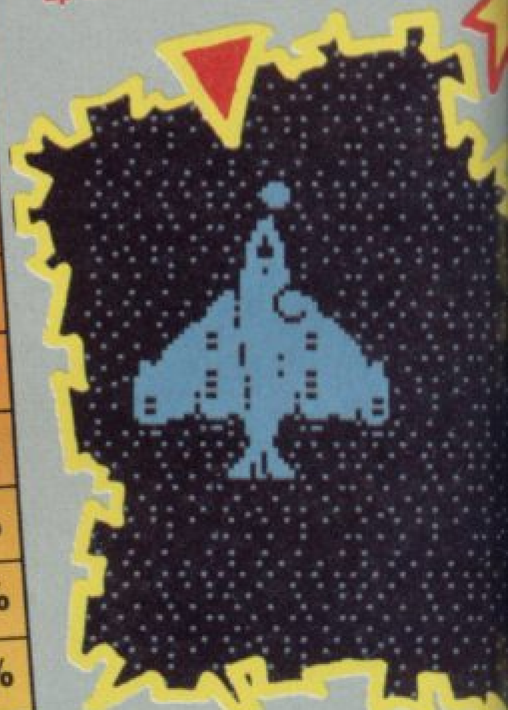
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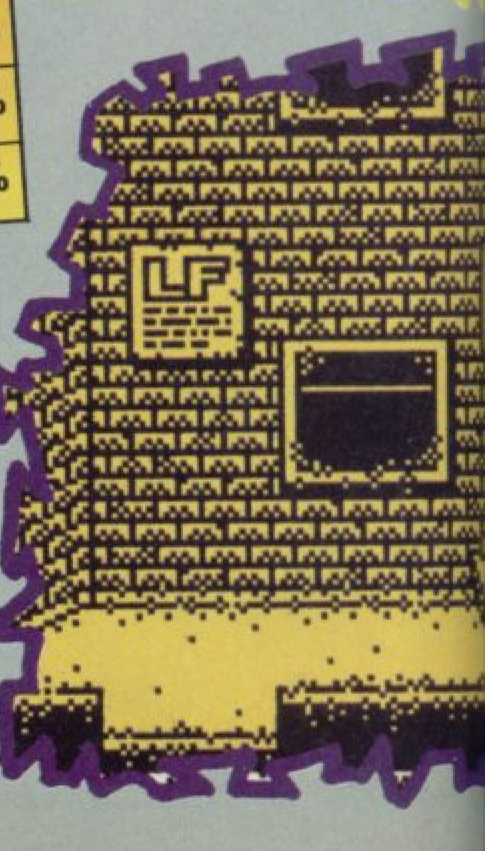
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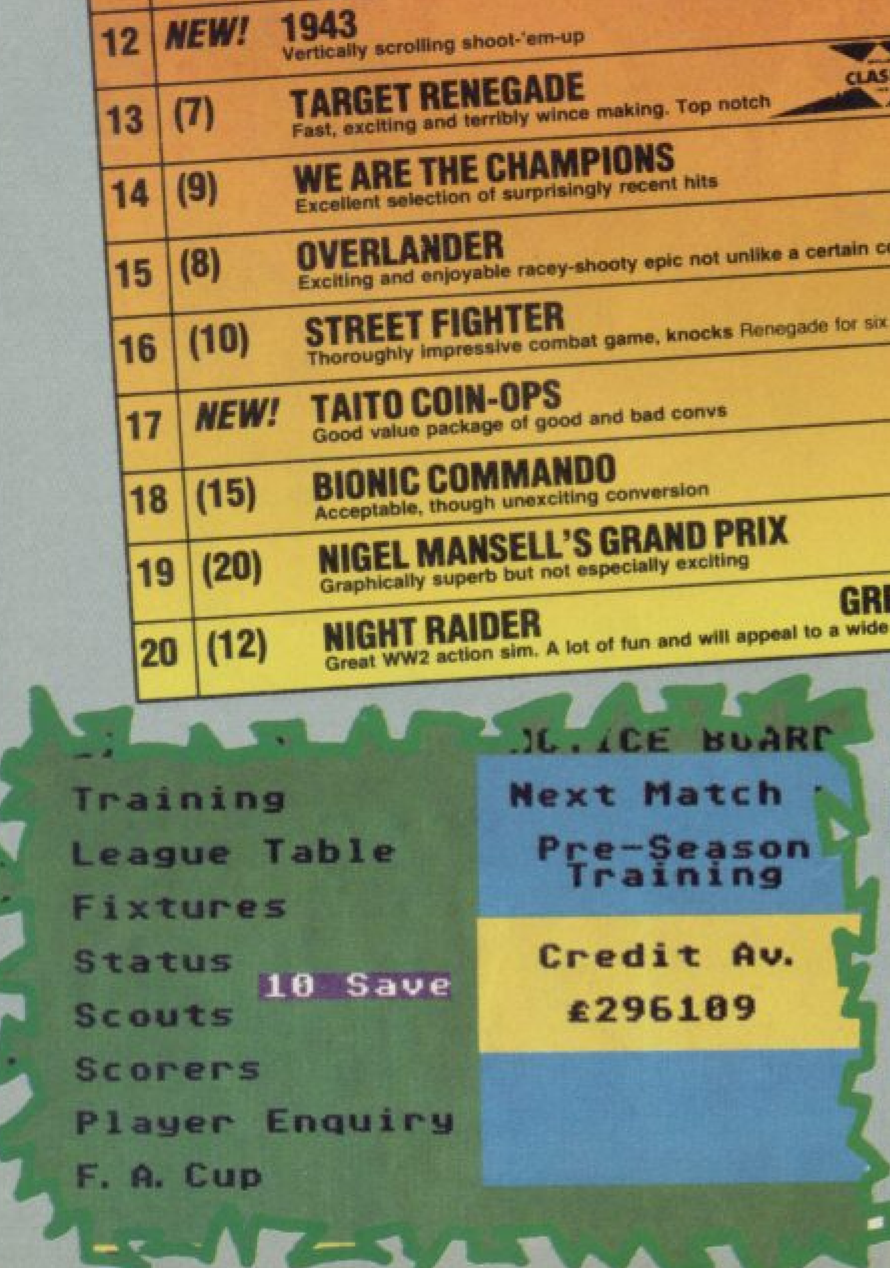
1	NEW!	**LAST NINJA 2** Wonderful, unmissable martial arts graphic adventure	SYSTEM 3 £12.99 92%
2	(1)	**DALEY THOMPSON'S OLYMPIC CHALLENGE** Graphically impressive but slightly samey sports sim	OCEAN £9.95 85%
3	(2)	**FOOTBALL MANAGER 2** An improvement on the legendary game, plays brilliantly	ADDICTIVE £9.99 94%
4	(3)	**TRACK SUIT MANAGER** The managerial game your Speccy has been waiting for	GOLIATH £9.95 63%
5	NEW!	**SUPREME CHALLENGE** Excellent compilation of excellent games	BEAU JOLLY £11.95 84%
6	NEW!	**TYPHOON** Jet fighter arcade game. Good bit of blasting but try before you buly	OCEAN £7.95 72%
7	(14)	**GOLD, SILVER AND BRONZE** Fab sports sim compilation. Many faves. Pricey	US GOLD £14.99 70%
8	(4)	**ROADBLASTERS** Nice-looking coin-op conversion with both racing and shooting	US GOLD £8.99 81%
9	NEW!	**LEADERBOARD PART 3** 3 golfing games – all pretty much the same as each other	ACCESS-US GOLD £14.99 65%
10	(5)	**PETER BEARDSLEY'S FOOTBALL** A croaking old duffer – avoid	GRAND SLAM £8.95 34%
11	RE	**SALAMANDER** Well programmed conv – should go down a treat	IMAGINE £7.95 80%
12	NEW!	**1943** Vertically scrolling shoot-'em-up	US GOLD £14.99 68%
13	(7)	**TARGET RENEGADE** Fast, exciting and terribly wince making. Top notch (CLASSIC)	IMAGINE £7.95 92%
14	(9)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN £9.99 90%
15	(8)	**OVERLANDER** Exciting and enjoyable racey-shooty epic not unlike a certain coin-op	ELITE £7.99 81%
16	(10)	**STREET FIGHTER** Thoroughly impressive combat game, knocks Renegade for six	CAPCOM-GO! £8.99 90%
17	NEW!	**TAITO COIN-OPS** Good value package of good and bad convs	OCEAN £12.95 73%
18	(15)	**BIONIC COMMANDO** Acceptable, though unexciting conversion	CAPCOM-GO! £8.99 70%
19	(20)	**NIGEL MANSELL'S GRAND PRIX** Graphically superb but not especially exciting	MARTECH £9.99 70%
20	(12)	**NIGHT RAIDER** Great WW2 action sim. A lot of fun and will appeal to a wide audience	GREMLIN GRAPHICS £9.99 73%

CHART COMMENT – FULL PRICE

BAMMO! Last Ninja 2 kicks its way into first place. Pity it's the sequel to a game that was never finished. Lots of falling stars from last month, pop pickers, owing to an unwelcome number of compilations. Typhoon should be "up there" next time round.







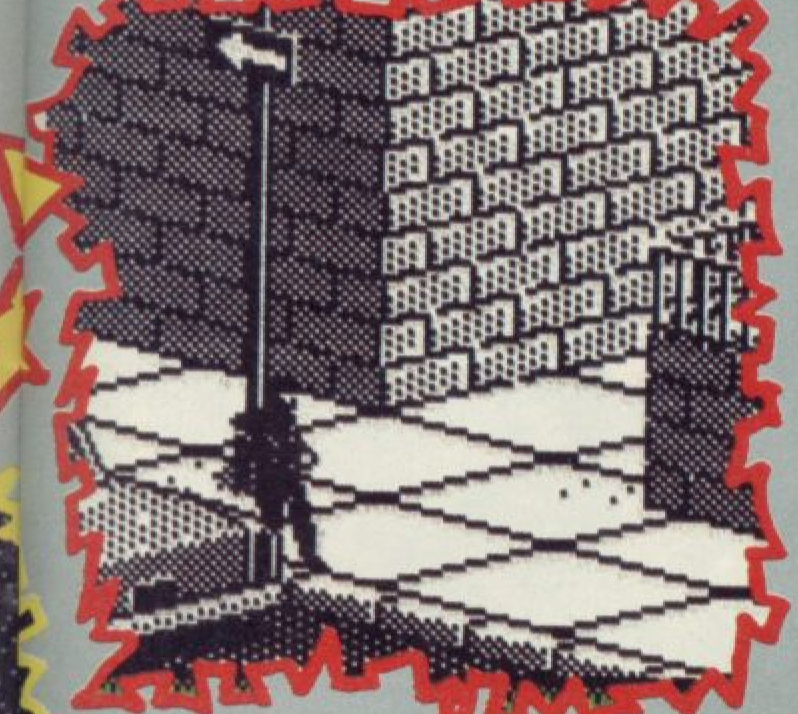
HOT BUDGET

Advanced Pinball Sim could well clean up next month, even though it's far from brilliant. European Five-A-Side could make a challenge too.

HOT FULL PRICE

This is the month when the Xmas corkers appear. Watch for the battle between Afterburner, Thunderblade and Op Wolf for the No 1 slot over the next two issues. Our money is on an early burst from Afterburner but a good finish from Wolf.

SU CHARTS

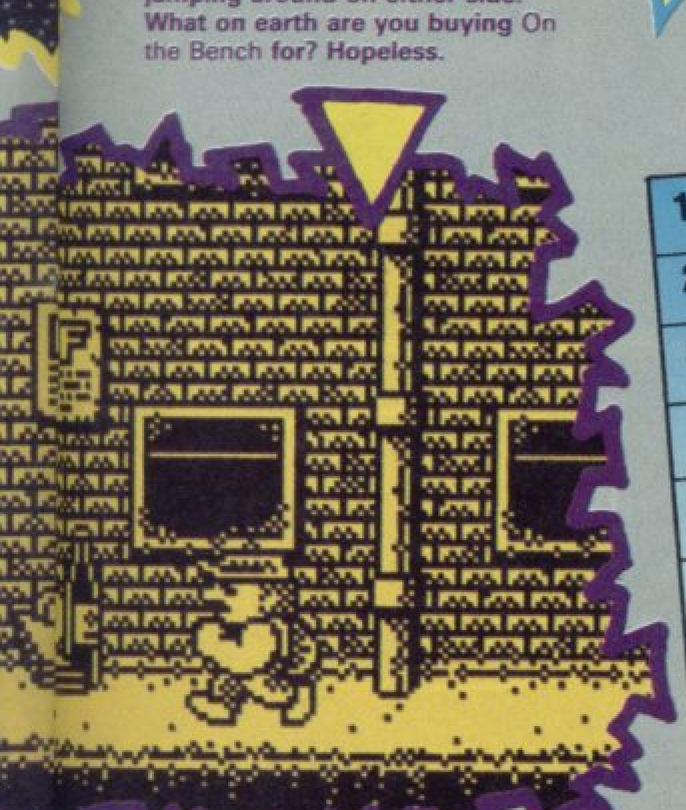


1	DALEY'S OLYMPIC CHALLENGE	OCEAN	SIMULATION
2	FOOTBALL MANAGER 2	ADDICTIVE	
3	TRACKSUIT MANAGER	GOLIATH	
4	GOLD, SILVER AND BRONZE	US GOLD	
5	LEADERBOARD PART 3	US GOLD	

1	LAST NINJA II	SYSTEM 3	ARCADE
2	SUPREME CHALLENGE	BEAU JOLLY	
3	TYPHOON	OCEAN	
4	ROAD BLASTERS	US GOLD	
5	SALAMANDER	IMAGINE	

CHART COMMENT – BUDGET

Surprise, surprise, Joe Blade 2 makes the top spot without messing about. Gauntlet seems immovable at No 3 with people jumping around on either side. What on earth are you buying On the Bench for? Hopeless.



BUDGET 10

1	NEW!	**JOE BLADE 2** In at No 1 as we predicted last month	PLAYERS £2.99	55%
2	(1)	**BOMB JACK** Action packed coin-op conv – good value	ENCORE £1.99	70%
3	(3)	**GAUNTLET** Fantastic coin-op – fantastic conversion!	KIXX £2.99	85%
4	(2)	**ON THE BENCH** Sub-standard football sim – leave well alone	CULT £1.99	23%
5	(9)	**EUROPEAN FIVE A SIDE** Original, entertaining overhead football game	FIREBIRD £1.99	70%
6	(10)	**AIRWOLF** Re-release of fiendishly difficult arcade adventure	ENCORE £1.99	79%
7	NEW!	**END ZONE** Simulataneous 2 player American football game – worth a look	ALTERNATIVE £1.99	60%
8	(8)	**FRANK BRUNO'S BOXING** One of the best beat-'em-ups of all time	ENCORE £1.99	82%
9	NEW!	**ADVANCED PINBALL SIMULATOR** Below average pinball game	CODE MASTERS £1.99	42%
10	RE	**ACE OF ACES** Multi-screen combat emulator – good at the price	KIXX £2.99	70%

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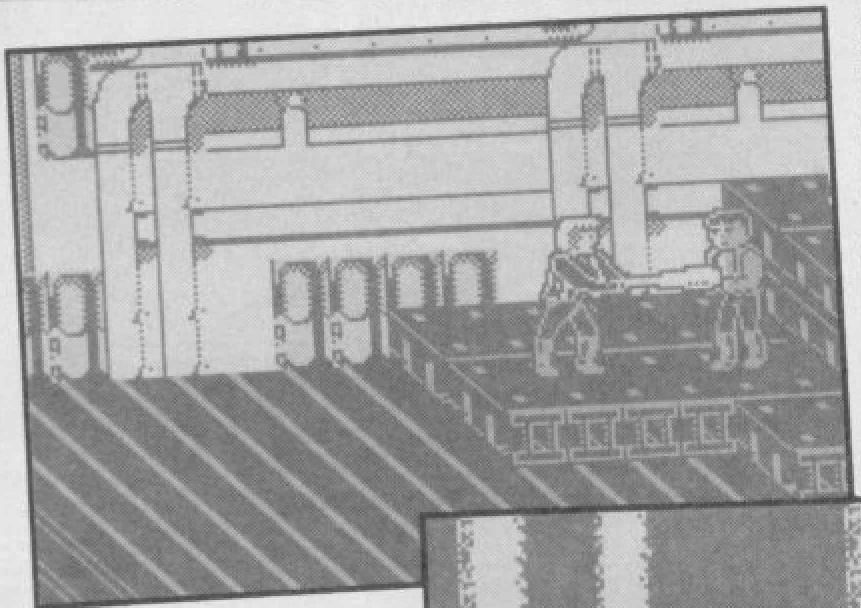
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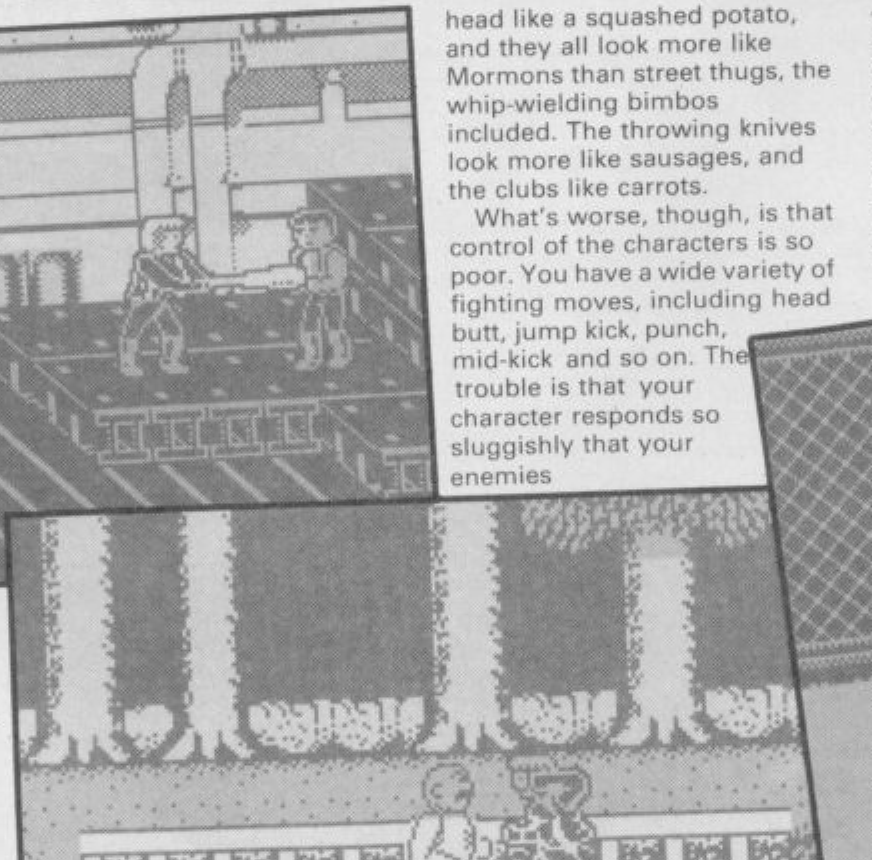
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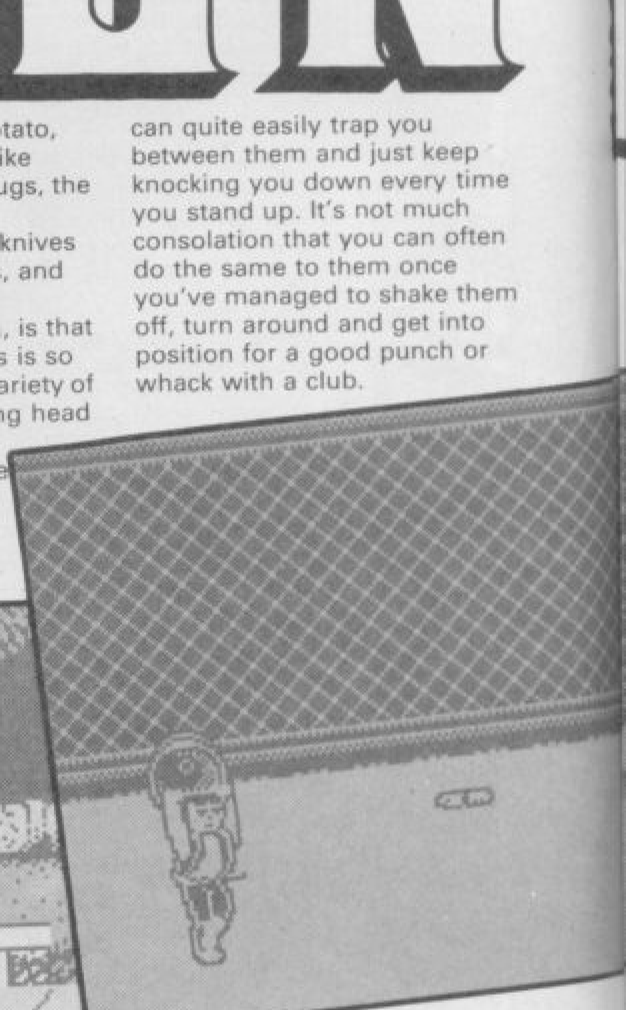
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DOUBLE DRAGON







I hope you haven't been holding your breath waiting for this one, because 1) you'll probably have gone blue and died by now, and 2) it wasn't worth the wait. **Double Dragon** is NOT going to go down in the record books as one of the best-ever coin-op conversions. Far from it.

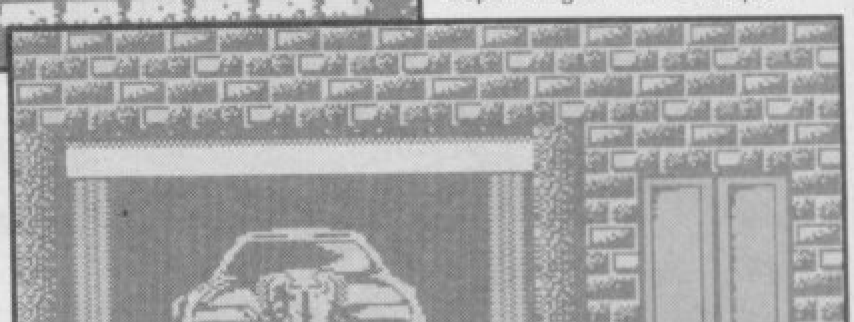
You probably know the plot; it's a martial arts romp in which one or two players can fight to overcome the vicious street gang of the Shadow Boss. As you move through the horizontally-scrolling streets from one section to another, you'll have to overcome a variety of enemies fighting in different styles and with different weapons. If you hope to overcome the baddies, you'll need to take some weapons off them to aid you in your fight.

If you've seen **Renegade** and **Target Renegade**, you'll get the idea immediately; **Target Renegade**, especially, is very much like **Double Dragon**, but the Spectrum conversion was so much better that there's no real comparison.

So what's wrong with **DD**? For a start, the colour scheme is pretty badly worked out. Because you can move "in" and "out" of the screen, as well as left and right, the characters clash with the backgrounds to such an extent that half the time you're fighting people with green heads and yellow trousers. This is off putting enough, but the backgrounds are poorly designed too, and the perspective is off in several places. What's more, the sprites are rotten; everyone's got a head like a squashed potato, and they all look more like Mormons than street thugs, the whip-wielding bimbos included. The throwing knives look more like sausages, and the clubs like carrots.

What's worse, though, is that control of the characters is so poor. You have a wide variety of fighting moves, including head butt, jump kick, punch, mid-kick and so on. The trouble is that your character responds so sluggishly that your enemies can quite easily trap you between them and just keep knocking you down every time you stand up. It's not much consolation that you can often do the same to them once you've managed to shake them off, turn around and get into position for a good punch or whack with a club.

It takes two or three hits to make a character fall, depending on what weapon





Well, I thought we'd seen them all. **Way of the Exploding Fist**, **Fist 2**, **International Karate**, **IK+**, **Sai Warrior**, **Samurai Warrior**. Mister Bloopy Fights the Ninja Head Kickers. But someone, somewhere (Beam Software actually) says that there's still life left in the martial arts genre. Are they speaking with the wisdom of the ancients, or have the spirits of their ancestors been on the saké again?

The big gimmick is that instead of a single opponent, you have two kung-fu killers to cope with.

To make up for the fact that you have to face two opponents, the repertoire of moves is slightly unusual. As well as the usual punch, high kick, mid kick, ankle kick and low kick; spin kick, low punch and duck, there's also a back kick, and, instead of the popular flying kick, a rear elbow jab. The lack of a flying kick means the most spectacular move available is a rather pansy cartwheel, which is fine for getting you out of trouble, but doesn't make you look too macho.

Up to three players can compete, using a combination of keyboard, Sinclair or Kempston joysticks. The winner of each bout is the first to score eight hit points, shown at the top of the screen, or the one with the most points when the timer runs out.

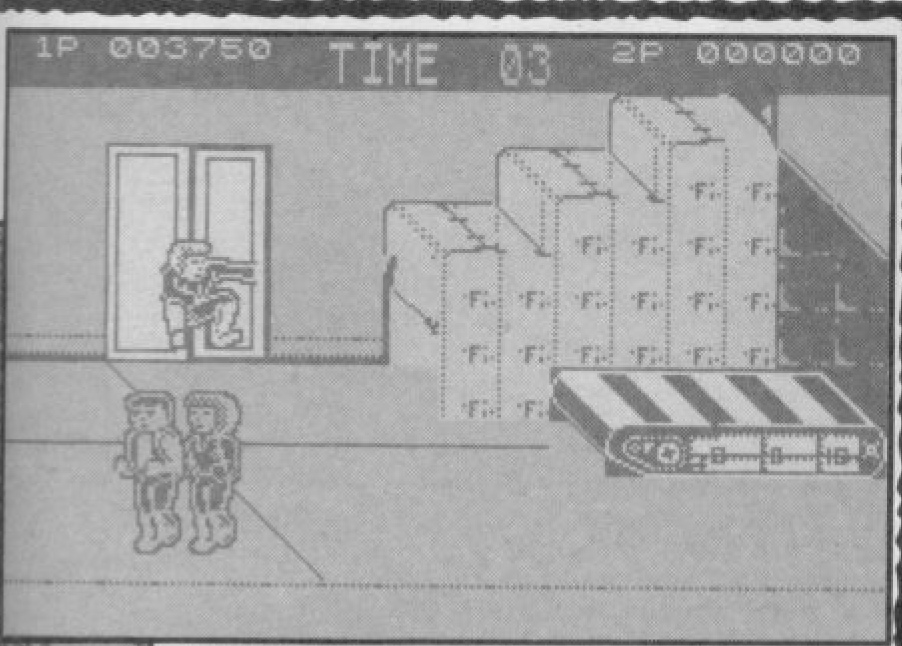
The winner of each bout gets to take part in the inter-round bonus bit. Here, a series of hideous demons (ho-ho) appear in an alleyway, and you have to move a cursor onto them and zap them with your handy-dandy shuriken before they eat your face.



The background against which the main action takes place is fairly dull; neon signs and shabby streets. The biggest problem, though, is that the actual fighting business is too slow and inaccurate. You can do a brilliant cartwheel, spin to face your opponents, lash out with a foot to the head, and get no result whatsoever.

It makes you fed up with the whole business, especially when the computer opponents appear to be able to connect with fair regularity.

The three-player option is good; pity the rest of the game doesn't really live up to the idea■



you're using. You have five falls in each life, but because you start with five lives, it's pretty easy to plug away and get as far as, say, level 3B, the Forest, without exerting much effort. There are five levels in all; City, Factory, Forest, Hideout Exterior and Hideout Interior. In the last level you'll meet the Big Boss, armed with a machine gun.

So, what a pity. This could have been a great game – it's certainly great fun in the arcades. This conversion though captures little of the excitement of the original. Poor show■

ARCADE REVIEW

FAX BOX

DOUBLE DRAGON *Label:* ***Melbourne House*** *Author:* ***Binary Design (David Leith)*** *Price:* ***£8.99*** *Memory:* ***48K/128K***
Joystick: ***various***

Disappointing two-player karate koin-op konversion

Reviewer: [signature]

GRAPHICS	SOUND
57	42
50	45
PLAYABILITY	LAST ABILITY

OVERALL **51**

ARCADE REVIEW

FAX BOX

FIST PLUS *Label:* ***Firebird*** *Author:* ***Beam Software*** *Price:* ***£8.95*** *Memory:* ***48K/128K***
Joystick: ***Various***

Three-player martial arts sim – fails to live up to its promise

Reviewer: [signature]

GRAPHICS	SOUND
60	60
69	55
PLAYABILITY	LAST ABILITY

OVERALL **60**

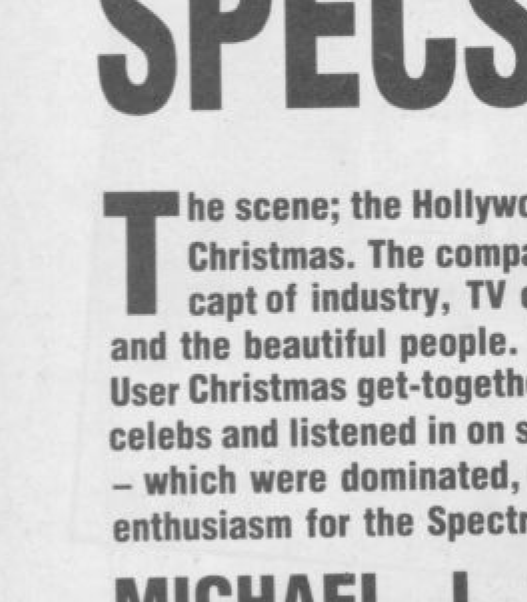
STARS AND THEIR SPECS PT II



The scene; the Hollywood Hilton. The time; Christmas. The company; film stars, rock stars, capt of industry, TV celebrities, socialites and the beautiful people. The event; the Sinclair User Christmas get-together. We mingled with the celebs and listened in on some of their conversations – which were dominated, of course, by their enthusiasm for the Spectrum.

MICHAEL J. FOX,

hero of Back to the Future and The Secret of My Success, has a surprisingly businesslike approach to computing.



"Ive had a Spectrum since I was very little – I got it last week. I don't have time for all those silly games – what really turns me on is business software. Word processors! Spreadsheets! Databases! That's the kind of thing I like. Even if the software's no good I can stand on all those lovely thick manuals. But seriously, I'm particularly impressed by Tascalc Plus Three, I particularly like its ability to reference a cell by a text label intersection, and specify whether a calculation formula is relative or absolute.

MADONNA

revealed how the press and TV have completely misjudged her relationship with aggressive actor hubbie Sean Penn.

"Sean and me are just regular folks trying to get along in a big bad world. When my two big films, Shanghai Surprise and Who's That Girl, went down as well as a bacon sandwich at a Bar Mitzvah, I was really gutted. Sean and I just used to stay at home in the mansion and play Exolon until late at night. Trouble was, I always useta beat his high score, and we'd end up throwing chairs at each other and phoning our divorce lawyers. Now we got separate computers. Trouble is, we can't get divorced. Who'd get custody of the joystick?"



BRUCE WILLIS,

star of television's Moonlighting, film comedy Blind Date and the hit thriller Die Hard, was particularly pleased with the launch of the Spectrum Plus 3. "When I was a struggling young actor, I useta get really mad when I had to spend ages waiting for Alien 8 to load. I'd sit there swigging gin, and by the time the game loaded I'd be completely wazzed, and I'd spend the rest of the evening staggering around, smashing up the furniture, beating my wife and setting fire to spaniels.



"Now the Plus 3's around I'm a more mellow kind of guy. I can load a game in seconds and play to my heart's content. THEN I get drunk, smash up the furniture, throw people in the swimming pool...

"Cybil? Nah, the dame really gets on my nerves. Got no sense


VICTORY
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of humour. Sits at home with her IBM PC counting up her earnings, and thinks Uridium is some kinda perfume..."

MICHAEL CAINE

MICHAEL CAINE, star of practically every British film made in the last fifteen years, is a big Spectrum fan.

"Oh yeah. I was round Bob's 'ouse – Bob 'Oskins, 'e's a great chap – an' 'e sez, let's phone Phil – Phil Collins, e's gotta 'ouse just round ver corner, bigger swimming pool than mine, not a lot of people know that – so we phoned 'im, an' 'e sez, I'll bring Mick – Jagger, 'e was staying for the weekend – an' we'll 'ave a game of Gauntlet. So I got me Spectrum out, Bob brings ver joystick, Phil brings the software, Mick gets some crisps an' Lucozade an' we're all set for a crackin' night. Then b****r me, Mick an' Phil insist on sittin' down to write a blinkin' song about it, Bob sez he ain't playing unless he gets the best part in the film version, an' I'm left wiv a plate of cheese sandwiches an' the jacuzzi to meself. Crikey, it's funny, life, innit?"



CORRINNE RUSSELL

CORRINNE RUSSELL, star of the Benny Hill Show, Page 3 and Martech's Vixen packaging, felt a little overdressed in her cling-film bikini and ankle-chain. But she tore herself away from the photographers long enough to pass judgement on the latest crop of Christmas games.

"Well 'ard! Blimey, that Operation Wolf is the business! ACKA-ACKA-ACKA! I like blowing up the armoured cars and shooting the civilians! Afterburner, now, that's a different kettle of apples and pears, old kent road my old man's a dustman. BLAAAM BLAAAM BLAAAM! DUGGA-DUGGADUGGA! Wot a gas! I'd like to be a fighter pilot. I wanted to go out to ver Falklands and cheer on our lads, but the Sun said they wouldn't let me anywhere near live ammunition. Thunderblade! I can't wait! Great explosions! And R-Type! WHEEE-SKERRUNG-GGG! SQUEEESQEEES-QEEE!... BLAAAAAM!... EKRUNNNCH!...!!!



SABRINA

SABRINA was last on our list, for good reason. The luscious singer/dancer/brain surgeon who did more for T-shirt sales than Pink Floyd, but what about the Spec?

"Spectrom? Ees TERRIBLE! I haff seen better computers made of spaghetti! In fact, I could KNIT a better computer than the Spectrum! Ho yes! I speak eleven languages! I haff an IQ of 160! I can seeng! I can dance! My fettucinis are bigger than anyone else's! And what's more, I can program in assembly language! Ha! Let's see Samantha Fox do that, the leetle dwarf! Eef anyone geevs me a Spectrom for Chreesmas, I KEEL him!

Next month – the celebrities' New Year Resolutions, starring Colonel Ghaddaffi, Sinitta, Anita Dobson, Cannon & Ball and Esther Rantzen.



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TWILIGHT

10 GREAT GAMES

COMPILATION Label: **Gremlin** Author: **Various** Price: **£12.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Good value-for-money compilation with some classics and very few turkeys

Destined to create a strange bulge at the bottom of many a Christmas stocking, 10 Great Games is a compilation from various labels marketed by Gremlin. The score is: four excellent, four good, one fair and one gobbler.

Classics first; Tenth Frame, US Gold's excellent ten-pin bowling simulator; Leaderboard, the original golf game featuring remarkable perspective graphics; Fighter Pilot, an impressive flight simulator from Digital Integration; and Survivor, a 142-screen arcade adventure featuring acid-spitting aliens on a derelict spaceship.

The decent ones include Dragontorc, Hewson's revolutionary (in its time) magical arcade adventure; Firelord, another multi-screen pixies and princesses effort) RanaRama, Hewson's cross between Gauntlet and Shadow Skimmer; Rocco, a boxing simulation; and Impossaball, an unusual arcade adventure featuring psychedelic landscapes and a highly-manoeuvrable cyborg ball.

The Chrismas turkey is City Slicker, Hewson's dull exercise in mapping and object-juggling.

Apart from the fact that reducing the instructions for Leaderboard to fit on the instruction sheet means that the diagrams of the holes become almost useless, this two-cassette package is thumbs up all the way■

89%

HISTORY IN THE MAKING

ARCADE Label: **US Gold** Author: **Various** Price: **£24.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Tony Dillon**

Above average collection of games in a nice box. Shame about the price

History in the Making contains no less than 15 little gems from the archives of US Gold, everbody's favourite software house. Such wonderful things as Kung Fu Master, Goonies, Express Raider, Super Cycle. Well, maybe not all gems.

What you get in this attractively packaged box (check out the moving sunbeams) are a random smattering of classic games, most of which were very good. On the C64. What you have to remember is that a lot of the software that used to be put around by USG was C64 only, only to hit the Spectrum a while later. When it hit the Speccy, it wasn't all that good. KFM was appaling. What else do you get?

Leaderboard, **all right, but gets monotonous.** Express Raider, **crap.** Impossible Mission, **OK.** Super Cycle, **crap.** Gauntlet, **ace.** Beach Head 2, **OK, but where's the speech?** Infiltrator, **yawn.** KFM, **yuk.** Spy Hunter, **brill.** Road Runner, **hmmmm.** Bruce Lee, **a classic, shame it's cack.** Goonies, **ugh.** World Games, **errrr.** Raid, **not bad.** Beach Head, **all right.**

The only thing that would put me off buying this is the fact that every game on it is A) already on another compilation, B) on budget or C) both■

71%

KNIGHTMARE

ARCADE/ADVENTURE Label: **Ricochet** Author: **Activision** Price: **£2.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Enjoyable graphical adventure based on the popular SFX TV series

When we first reviewed Knightmare, now re-released on Ricochet, we thought it was pretty clever – a bit too clever for its own good, perhaps. It seemed to be second thoughts, it's much more approachable than that; think of it as an adventure which just happens to have nice animated graphics and you'll get the idea.

You find yourself stuck in the magic castle Damonia. Your task is simply to escape, but you have two advisors to help you. One will give true clues, the other false ones. Only one will answer each time you call for help, so it's a test of your wits as well as your imagination.

You can communicate with other inhabitants of the castle using simple one or two-word commands. You can also use magical spells if you find and combine the correct ingredients. There are even combat routines, and, thankfully, a game save feature.

Like a modernised version of the Ultimate Filmation games, with a lot more intelligence and sophistication, Knightmare is a must if you like a protracted challenge■

89%

KRAKOUT

ARCADE Label: **Kixx** Author: **US Gold** Price: **£2.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Excellent Breakout-style game deserving of a second look as a budget release

In its time, Krakout was one of a batch of Breakout-derivatives which clogged up the market, was it last Christmas? Still, it must have been one of the best, because it won an SU Classic (yay!)

The big gimmick in Krakout is that it's sideways instead of vertical. Other than that, you can play the game if you know how to move a joystick up and down. The patterns of coloured blocks become more complex as you clear level after level; there are also floating aliens which deflect the ball, and token blocks which give you special abilities.

Bonuses include Glue, so the ball sticks to your bat; Bomb, which destroys blocks adjacent to the token; Shield, which creates a barrier behind you so you cannot lose a ball; Missile, which gives you a single all-destroying projectile to fire; Slow down, Double speed, Dual bat, Expand, Extra life and so on.

To further tailor the game to your taste you can play left-right or right left, have an inertial or dual speed bat, and set the bat speed from 1-9.

Fab fun, well worth the money, and the ideal thing for whiling away the Christmas holidays■

93%

HOW TO BE A COMPLETE BASTARD

ARCADE/ADVENTURE Label: **Ricochet** Author: **Virgin** Price: **£1.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Chris Jenkins**

Utterly, utterly tasteless exercise in drinking, farting and vomiting. Good, really.

Based on the book of the same name, HTBACB has to qualify as the most tasteless game of all time (apart from, possibly, Turd Attack). Unfortunately, it didn't prove either too playable or too funny, so it's better suited to a budget format than to full price.

Having gate-crashed a yuppie party, Ade's aim is to be as bastardly as possible in order to become a Complete Bastard. The split-level display shows two rooms in the house at once, and Ade roams through them searching for bastardly objects and performing bastardly acts. Your Drunkometer helps you assess your state of inebriation – some tasks can only be completed when you're pissed. There's also a Fartometer which builds up as you eat curries, and a Smellometer which records your bodily odour.

Joystick or keyboard control allows you to search for items, and a menu display at the top of the screen reveals further options. All in the worst possible taste, but hardly worth more than a few schoolboy giggles■

59%

BATTLE TANK SIMULATOR

SIMULATION Label: **Zeppilin** Author: **Real Time** Price: **£1.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Steve Mahony**

GOOD GOLDEN OLDIE – There's life in the old game yet . . .

"The games astonishing 3D realism will have you jumping out of your seat as shells and missiles whizz about you."

You what? Eh? You sure?

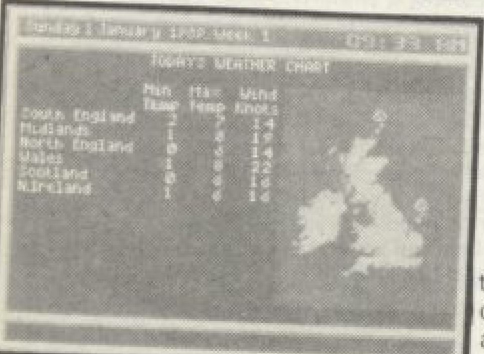
In truth, Battle Tank Simulator is a re-release of the prehistoric 3D Tank Duel. This was probably the first of many wire frame 3D games for the Spectrum. The main problem with this game is the speed (although even the recent FREESCAPE games have not solved the problem of slow 3D). The shell mentioned above seems to be a bit hung-over and struggles over before producing a fair sized crack down the screen.

Still, this is an original "golden oldie" and is okay for a couple of quid – just don't expect what's promised in the blurb . . .■

65%

ZONE

COMPUTER MANIAC'S DIARY



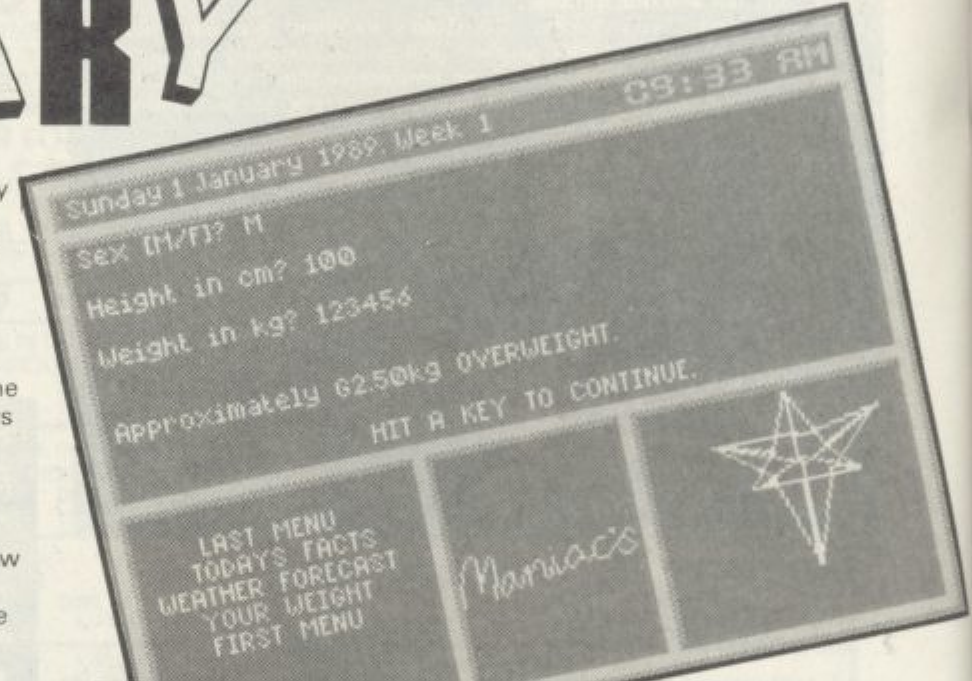
The Filofax. Probably the greatest invention ever. Inside it you can cram all sorts of items of information. Names and telephone numbers, a day-to-day planner, a calendar, lots of little facts and figures, street and world maps, even all your business cards. The only problem with a Filofax, aside from when you lose it, is what do you write in it?

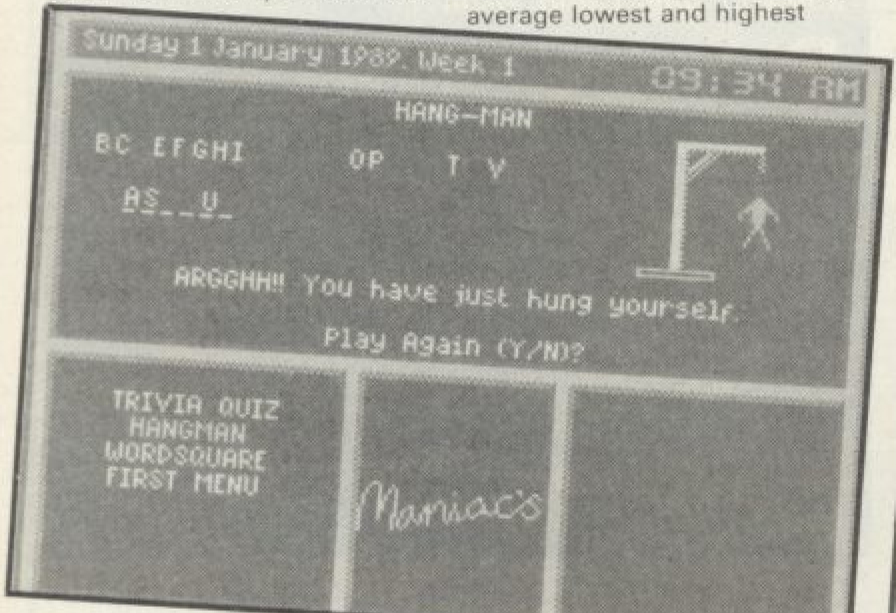
Fear no more, **CMD** IS HERE! **CMD** is a computerised diary, telephone directory, games compendium and amusing facts book, and it's all completely, 100 percent, utterly and totally useless. It's not portable. It's not instant access and it's pooh.

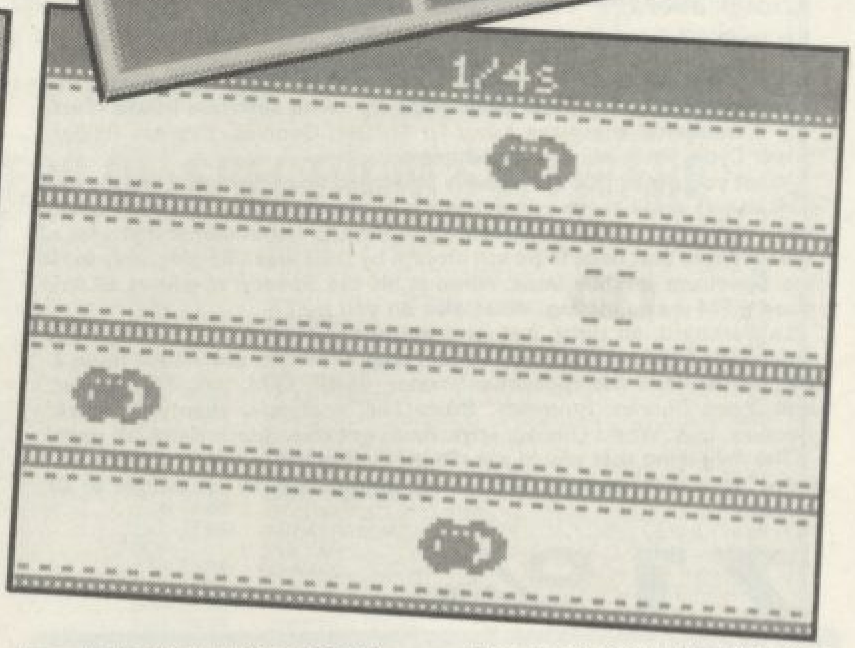
The diary allows you to enter details for each day that you want to remember so desperately that you're prepared to load up a program on your Spectrum just to remember them. It also comes with historical details about each day. A completely useless concept because the whole point of a diary is that you can take it with you and jot down important information in it as you go about your daily life, such as 'must buy that £350,000,000 TV I saw in Harrods today out of my small change'.

The facts section is probably the best thing in the game. It contains a telephone index of all the computer mags (including us), software manufacturers, hardware manufacturers, freelancers home numbers and a list of the best chinese massage parlours in London!

You also get lots of other exciting elements like a horoscope generator (completely random, is this how Patrick Walker does it?), a weather forcast (gives you the average lowest and highest temperatures for the time of year, depending on the date), an egg timer (tell it what size egg and how you like it, and it tells you to boil it for seven minutes 40 seconds), a reaction timer (press fire when the red light turns to green to make the cars advance up the track) and a games menu.







The game menu us a bit of a disappointment. You get a wild and wacky choice of three games. Hangman, pretty easy, Wordsquare, press any keys to reveal all the answers, and a trivia quiz with three questions.

As far as visual design goes the screen is very nicely laid out, with half size proportional lettering and some very attractive window layouts. What spoils it all is the bit of spasy vector animation going on in the corner. The shapes don't rotate smoothly, as you'd automatically think they would on a Spectrum, they flap about uselessly. Honestly, LED.

I can see no way that this can receive any merit as a full price game. Maybe as a free bonus with another game, yeah, but standing alone it's just too short lived■

ARCADE REVIEW

FAX BOX

COMPUTER MANIAC'S DIARY *Label:* ***Domark*** *Author:* ***LED*** *Price:* ***£6.95*** *Memory:* ***48K/128K*** *Joystick:* ***Various***

GRAPHICS	SOUND
64	N/A
76	37
PLAYABILITY	LAST ABILITY

A nice idea but not interesting enough to hold your attention for long.

Reviewer: Tony Dillon

OVERALL 47

10 20 30 40 50 60 70 80 90

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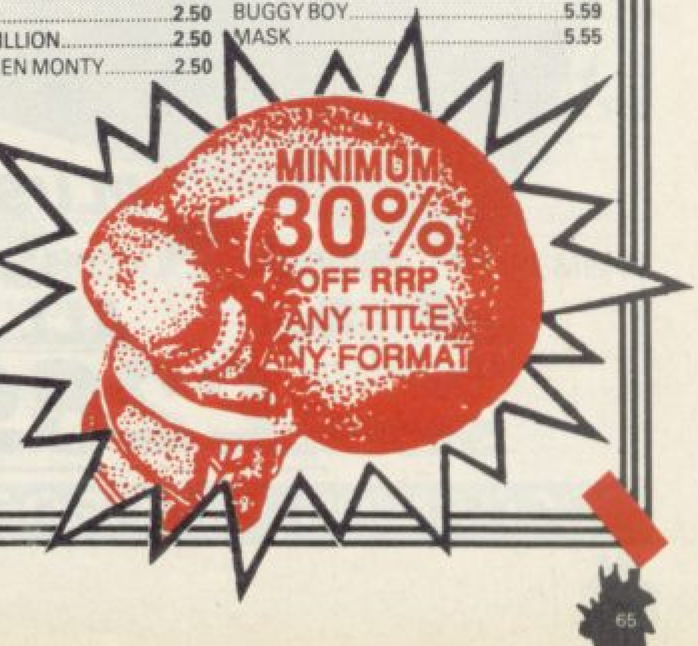
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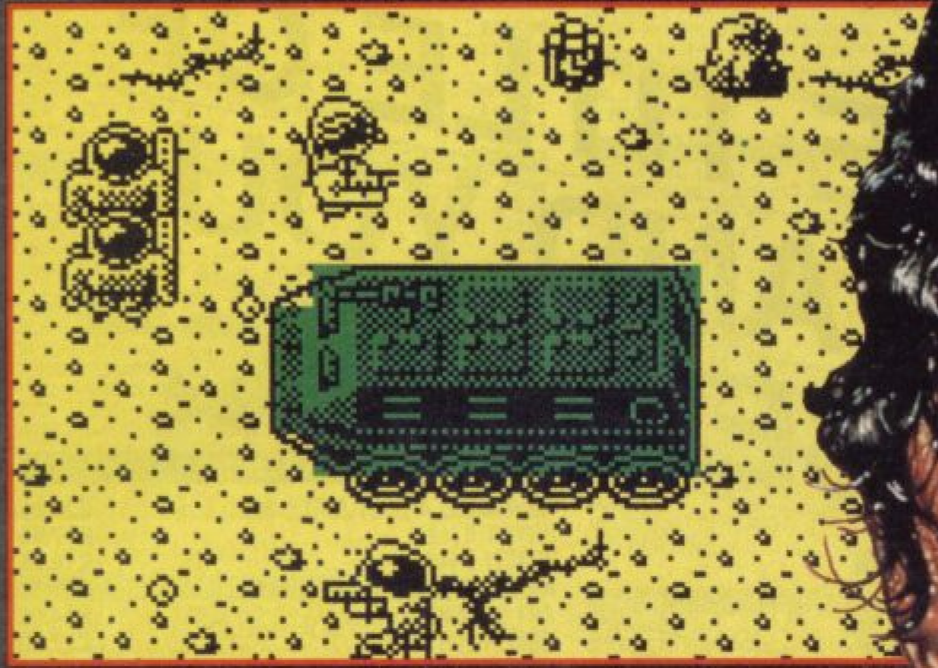
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RAMBO III





Hurgh. Ugh, ugh ugh! Heuurrrgh!!! (Sound of gunfire) Aargh! Urgh! He drew first blood! The classic lines of a classic movie. Which one? Any of Sylvestor Stallone's. To be a little more exact and topical, I'm referring to **Rambo 3**, the latest offering from the Boom, Splurt and Ugh Movie Company.

You play Roger Rabbit in a daring raid across enemy borders. No, I'm lying completely, you in fact play John Rambo in a daring raid across enemy borders, all based on the film of the sequel of the book of the game of the gun of the death of the court case of the 12 year old axe maniac come Rambo fan of the, oh, you know what I'm on about.

The game is divided into three wonderful and totally different sections. The first has your friend and mine, JR, racing around inside a huge enemy compound in search of his ol' buddy, Major Trautman. Trauty is hidden behind a door. A metal door. A metal electrified door. Ah, you say, that is a problem, and yes, you've hit the nail right on the head. The first section is a flip screen maze with dozens of problems, the ultimate bit being to get a pair of rubber gloves (snurk) which stop him from receiving any electrical shocks.

In the bottom right hand corner of the screen is a picture of Johnny baby, and as he takes the battle damage, he slowly generates into a ghastly skeleton, just like the turkey in **Atic Atac**. Weird.

The second section isn't all that differernt from the first, other than being outside the base rather than inside and the only problems you have are finding the eight bombs you have to prime and detonate.

The third section is quite wicked, but gets really boring, really quickly. You are in a tank racing full pelt in the direction of the border. Looming out of the distance are enemy soldiers, tanks and rockets. Now I might be wrong, but this section does bear more than a slight resemblance to a certain product also being released this chrimbo and happens to be programmed by the same team. You are in control of a crosshair and have to shoot everything until you reach the border (a counter in the corner counts away the distance). This isn't exactly hard requiring a strategy of left to right and reverse joystick sweeps.

The graphics on the whole are pretty nice. The third section is amazingly fast and very smooth, impresseive all round, in fact. The first two remind me of nothing more than games like **Into the Eagle's Nest** and **Fernandez Must Die**. The problem with **Rambo 3** is not that it's a bad game, it's just too drawn out to be an arcade game and not complex enough to be an arcade adventure of any merit. In the words of that immortal hero, "Do we get to win this time?" Didn't you win last time, jonny-boy?■





ARCADE REVIEW

FAX BOX

RAMBO III Label: **Ocean** Author: **Andrew Deakin** Price: **£8.95** Memory: **48K/128K** Joystick: **Various**

Collection of 3 sub-games, none of which are particularly exciting or spectacular.

GRAPHICS	SOUND
76	78
81	58
PLAYABILITY	LAST ABILITY

Reviewer: Tony Dillon

OVERALL 64

FINAL ASSAULT







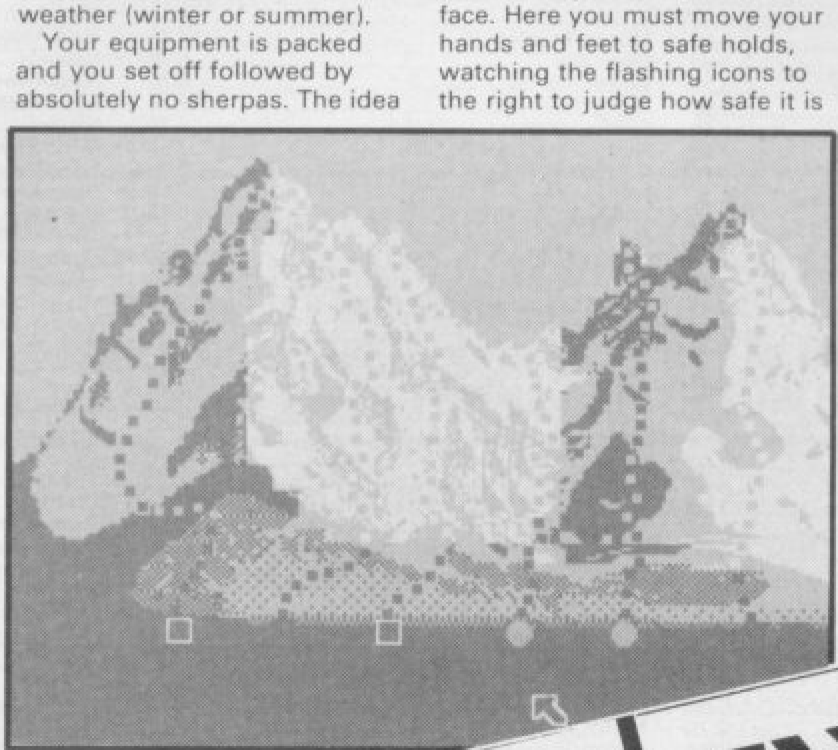
Why would anyone want to create a mountain-climbing simulation? Because it's there, I suppose. With football, athletics, martial arts and watersports sims clogging the market up to the nostrils, mountain climbing is about the only subject which hasn't yet been tackled. Unfortunately, **Final Assault** fails to score for the same reason that there isn't much mountain-climbing on **Match of the Day**; it might be fun for the people who are doing the climbing, but it's flipping dull to watch.

Your adventure into the wonderful world of pitons takes place in the Alps. Before setting out for the real thing you can take a training route in which there are on-screen prompts to improve your climbing technique, your equipment is selected for you, and, best of all, you can't have a fatal fall.

For the real thing, your first task is to choose the number of climbs you want to take and select the routes from the mountain map. Next, you fill your rucksack with equipment. From the selection of icons you must choose climbing gear such as pitons, carabiners, ropes, ice pins, chocks, straps and jummars (JUMMARS?), the function of which are explained in the manual. You must also stock up with more familiar items such as food, warm clothing, can opener, first aid box and the like.

What you carry, and what you choose to discard, should depend on the type of route you will follow; lots of ice walls, lots of walking, lots of crevasses or whatever else; and on the weather (winter or summer).

Your equipment is packed and you set off followed by absolutely no sherpas. The idea



is to test the ground ahead of you by poking it with your ice-axe; walk at a steady pace to cover ground without using too much energy; and leap over crevasses when you encounter them. This bit is merely dull. For stultifying tedium, watch what happens when you fall into a ravine. You have to climb out using an up/down/fire motion of the joystick to hack holes, raise your foot then lift yourself up a few feet. The monotony is only relieved by the business of strapping yourself to the cliff face, getting your pack open, and selecting food or warm clothing, in response to the prompts which tell you when you are in danger of slipping down the cliff face due to lack of energy, cold, hunger and so on.

If you get through the icewall, you'll find yourself on the rock face. Here you must move your hands and feet to safe holds, watching the flashing icons to the right to judge how safe it is to move on. Sometimes you'll have to move downwards to find a better handhold, or jump to one side to avoid a falling boulder. Mainly, though, it's boredom a-go-go as you crawl painfully up the rock face, until you finally reach the mountain top and are returned to base camp for a new mission.

Final Assault sounds more like an SAS-death-commando-suicide-megablast game and let's face it, it would have been a lot more fun if it was. It's a good climbing simulation with acceptable graphics, but it's as boring as hell■

FAX BOX

ARCADE REVIEW

FINAL ASSAULT Label: **US Gold** Author: **Choice Software** Price: **£8.99** Memory: **48K/128K** Joystick: **None**

Competently designed but unremittingly tedious climbing sim

Reviewer: Chris Jenkins

GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL
60	20	55	40	41

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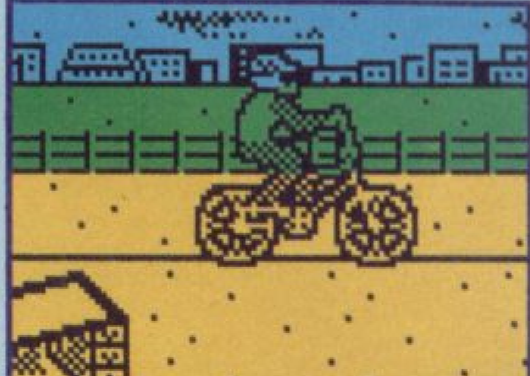
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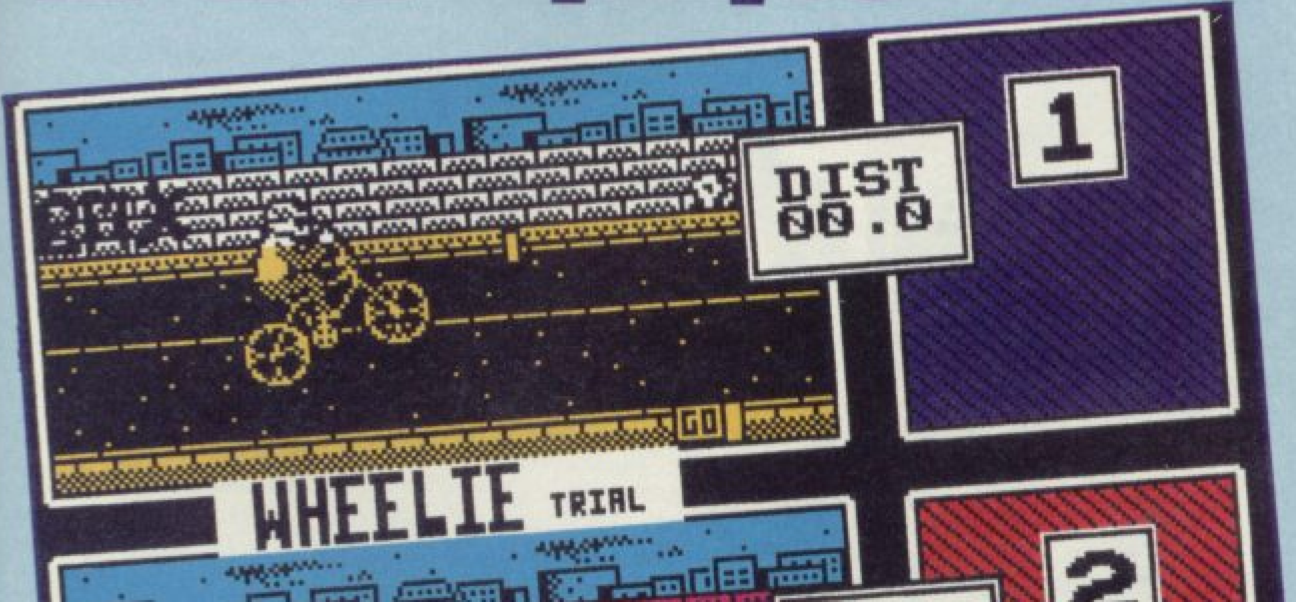
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SOUNDBOX SOFTWARE Dept SU
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BMX FREESTYLE





Just what the world needs, you might think – is another BMX game. **BMX Freestyle**, thankfully, is pretty good, ignoring ridiculous novelties in favour of a good, basic stunt simulation.

The fabby, bouncy David Whittaker theme music and inter-game jingles are of a very high quality, though the in-game sound effects are unremarkable. The opening menu lets you choose your control method, select one or two players, and name the contestants; you then have to choose your event.

There are six events, some played simultaneously with a split-screen effect, some done in turn. Unfortunately, if there's only one player, the split-screen events have half of the display blank, which is a bit dull.

All the events demand a combination of joystick (or keyboard) co-ordination and precision with the fire-button. Animation and backgrounds aren't bad, but the main excitement lies in honing your BMX skills as you compete for the championship.

Event 1, Wheelie Trials, requires you to jump up on your back wheel, and travel as far as you can without toppling over backwards. Event two, Ramp Jumps, is more of the same – parallax scrolling backgrounds, joystick-waggling and fire-button bashing – but this time the aim is to leap over the ramps and make a safe landing.

Event three, is the Half Pipe. Each player has to ride from left to right inside the pipe, hitting the fire button to turn at just the right moment. The most turns in one minute wins.

Next up is the Tricks Track, where the aim is to pull off as many wheelies, spins and bunny-hops as you can without colliding with the many obstacles.

Next is Slow Race, where you have a vertical view of the track. You don't have to pedal here, just steer; veer off course or "stall" and you're out of the race. The aim, of course, is to finish last!

Last event is quarter-pipe High Jump. Here you take a run-up, pedalling furiously, and launch yourself into the air as you shoot off the end of the pipe. Again, you have to time your turn just right if you don't want to land in a crumpled (and disqualified) heap.

There's a comprehensive high-score table, and overall front-end design is fairly rad. I still reckon that if you're interested in BMXing, you'd probably rather be out there doing it than sitting at home simulating it on your Spectrum. Having said that, **BMX Freestyle** is one of the more sensible and enjoyable of the recent rash of BMX games, and it should shoot right to the top of the Christmas charts■

FAX BOX

ARCADE REVIEW

BMX FREESTYLE *Label:* **Codemasters** *Author:* **Peter Williamson & Neil Adamson** *Price:* **£2.99** *Memory:* **48K/128K** *Joystick:* **various**

Entertaining, value-for-money budget stunt simulator

GRAPHICS	SOUND
68	84
84	78
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL **72**

10 20 30 40 50 60 70 80 90

FACTS

January 1st – Founding Day of the Republic of Taiwan. The day when we should all give thanks for the vast quanitities of shoddy electrical goods sold in cheapo shops all over the world.
January 6th – Army Day in Iraq. What's left of the army begins a big parade at 12.00 o'clock. It's over by 12.03.
January 15th – Adult Day in Japan. We have no idea what this involves. Do all the adults dress up as children? Do all the children dress as adults? Or does everyone have to act all grown-up all day?
January 19th – Name of Archbishop Makarios Day in Cyprus. All Cypriot school children are given a test in which there is only one question; "What is the name of Archbishop Makarios?" Last year a record 22% got the right answer.



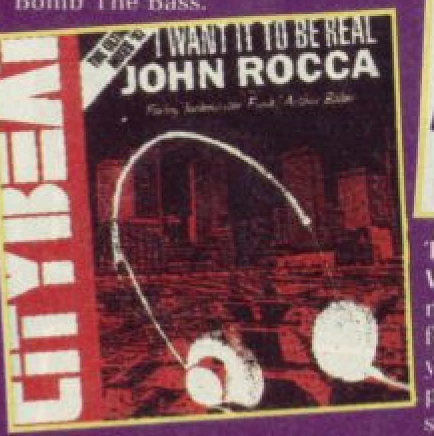
PARTY! PARTY! PARTY!

It's the party time of year again, but how are you going to know what on earth you are listening to on the 'trannie'? Here's an SU rough guide...

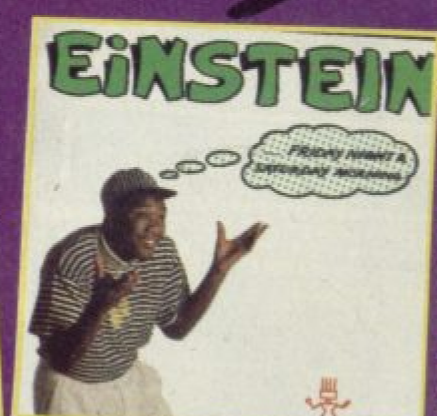
ACID HOUSE: Electronic noise mixed with incomprehensible chanty sounds. If you want to be trendy and get into this groove (maan) you'll have to get yourself a Smiley T-shirt, baseball boots, bandanna, bermuda shorts (just right for the British winter, I don't think) and green glowy bangles which only used to be bought by foreign tourists in Trafalgar Square.



HOUSE: Now this is a much more funky sound to get into. Plenty of bass, interspersed with the odd bit of James Brown (incredibly old yet trendy black singer of the 60s and 70s who shoots at women) and rip offs chopped out of other people's records. Dress yourself in 501s, DMs and leather jacket (not the greasey biker type, mind you) and try dropping names like Bomb The Bass.



RAP: Rap stars (there aren't that many actually) don't really sing, they kind of chat their way through the song, telling tales of love and lust, or just generally slagging off other Rap stars, arguing about who is the most famous (or most 'bad'). Attire tends to be jeans, gold, tracksuits, gold, trainers, gold, Kangol hats and more gold. You have to earn lots of money to be into this so as to buy your chains and rings or become a smash and grab raider. For sounds, check out Derek B, Run DMC or Eric B & Rakim.



THE STOCK AITKEN AND WATERMAN SOUND: This music has actually been around for a wee while now and if you've never heard of it you probably live on Mars, or you're sooo trendy that you keep your ears as far away from Radio 1 as possible. SAW stars include Kyleee Monotonous, Sick Astley and Brother Beyond (Belief). It doesn't really matter which you choose to listen to as they all sound the same anyway!

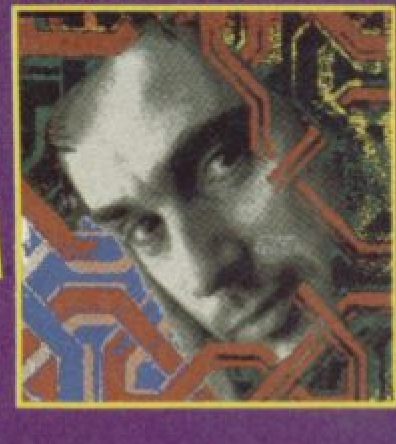
The merest whiff of a S.A.W. track is guaranteed to get girls who wear white stilletos with stripey highlighted hair, dancing around their handbags.

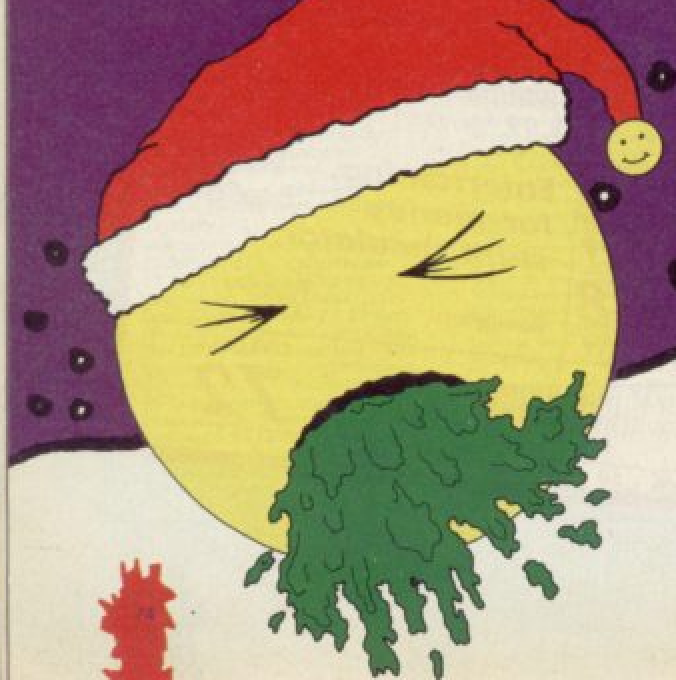


GOTHIC: Well what can we say. Gothics are a rather sad bunch of youths with black trews, black jackets, black dresses, black shoes (and blackheads, yak yak – JD), who tend to sit around pouting and trying to look moody (they actually look pretty depressed to me). The music is not exactly jig about and be happy stuff, rather sit around and burst into tears stuff. Sounds to get into are The Mission, The Cure, Siouxsie and The Banshees and The Cult. I'd give it a miss if I were you (lots of hate mail from Goths is now winging its way to SU towers).



NEW AGE: Suspect mixture of jangly bells and electronic dalliance. Chris Jenkins is a prime exponent; stubbly and unkempt.





Christmas stocking fillers

We asked twenty world-famous celebrities what they wanted in their stockings for Christmas, but they wouldn't tell us. Instead we compiled our own zany list; SABRINA Urrrghhhh! The Italian passion-pizza in pouting poster form from Verkerke for £2.99! Available from Athena and other perve stores. This year's top purchase is the EXECUTOR key-ring; five sci-fi death and destruction sound FX at £2.99. ACIIIIEEEEED! Smileys, keyboards, musical notes, cartoon characters and a whole lot more – enamel badges from around £1.50 from Cascade.
MANTA FORCE Well hard space fighters with moving parts, little men and incredible designs – starting from £4.99 at Beatties.
GARFIELD – a huge range of trivia including pongy scratch'n'sniff stickers at 99p from Cascade – where you can also get a WATER-SQUIRTING CALCULATOR for 99p (great fun in maths lessons) or a GIANT RUBBER BATMAN or SUPERMAN for 79p – made in China, uncannily realistic! – or a silly OIL WINDMILL for £2.99 – hours of entertainment for the feeble-minded! Or give a 99p WORLD FARTING CHAMPION





badge to your best friend! Nip down the road to PAPERCHASE and you can get hold of a TWO RONS-style RUBBER CHICKEN KEYRING for only 99p. FLYING FREAKIES mythological monster pencil tops are only 15p, CIGARETTE PENCILS are 45p and ROBOT PENS are 99p. For schoolwork the SELLOTAPE DISPOSABLE STAPLER comes with 120 staples for 75p – chuck it away when you're finished. Last and probably least, the 16″ inflatable TOPOGRAPHICAL GLOBE from Rex Inflatables will educate you as you puff for only £2.99. I'd still rather have Sabrina in my stocking though.

CODE TALK

More secretive than The Light, more high-flying than Special FX, more sexy than anyone**! They call themselves The Firm and they're behind the forthcoming release Alien Death Blast Massacre Space Trivia. We traked down the hardest axe-murderers in the software industry and found out what makes them tick.**

THE FIRM

THEY HAVE TO KEEP THEIR IDENTITY SECRET!

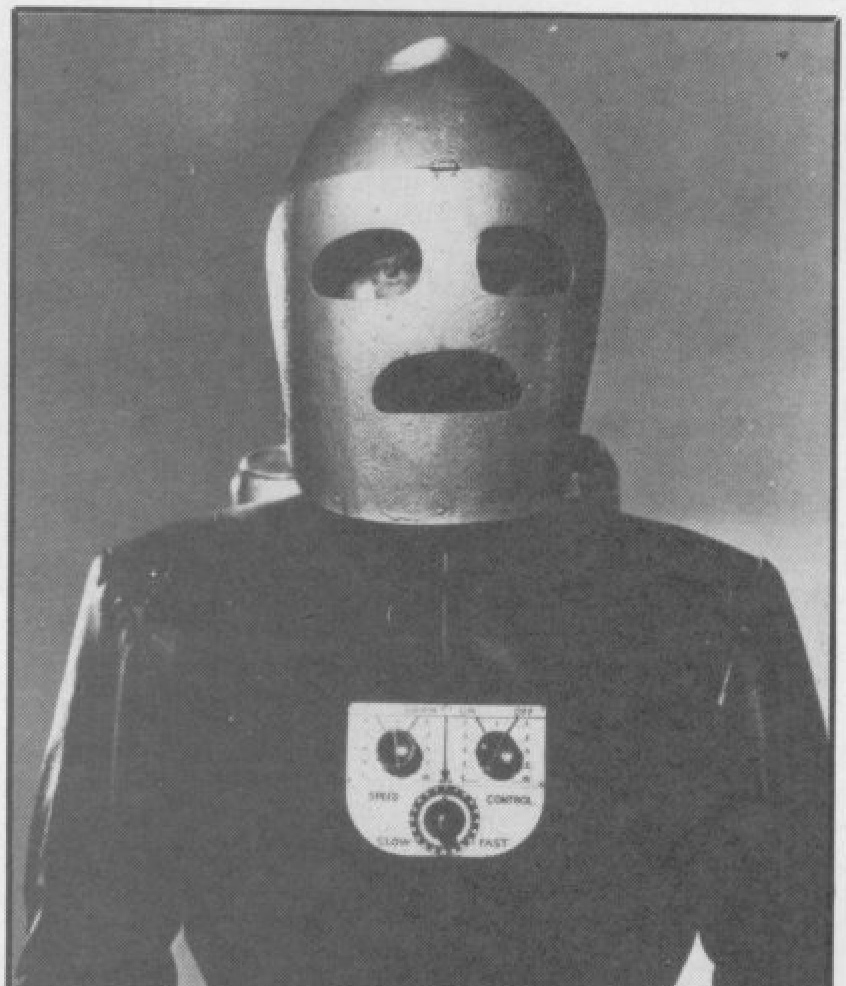
Yes. We can't tell you our names because we used to be CIA assassins. I suppose it was quite interesting really. Kennedy was one of ours. So was Trotsky. He was our first job. We jacked that killing business in after a while, as we weren't getting enough sleep and we wanted the weekends off.

THEY'RE "METHOD" PROGRAM MERS

We believe in taking our games seriously. Some people just make up the things in their games. That's not our style. For ADBMST we had to rent the space shuttle and go around the galaxy looking for some aliens. Luckily US Gold sponsored us and helped out with the £50,000,000,000 NASA bill. One of the guys got space-flu and died a horribly agonizing death, but I think it was a worthwhile sacrifice. I mean when people finally do go into space on a regular basis, we'd look pretty dumb if the aliens really had three legs instead of ten.

TOM JONES? PAH!

A downside of programming is that even though we try to keep ourselves to ourselves, women tend to go all funny in our presence. They throw underwear at us and they come to the gates of the palace and scream a lot. I wish they'd go away.



No publicity puuurlesee! to keep their identities secure, The Firm wear this special suit all the time.

THEY HATE THE PRESS!

I don't mind talking to people like **Sinclair user,** but the people from the gutter press like The Sun and The Daily Telegraph really wind me up. They're always invading our privacy and asking us to predict things, just because one of us used to be a fortune teller for the Pope a while ago. Honestly, we aren't into that publicity stuff.

BUT PROGRAM MING ISN'T THEIR LIFE!

Yes. We all have hobbies outside coding. We sometimes help out at Sellafield when a reactor goes down. They ring us up and say "Hello, is that The Firm?" And we say "I might be. Who wants to know?" and they say "It's British Nuclear Fuels here. Our computer isn't working and we don't know what to do. We think it might be the Ram pack. Can you come over?" And if it's not too late at night we go round and fix it.

THEY'RE IN GREAT DEMAND

Yes. We're thinking over a couple of offers at the moment. We've been asked to code a game for Bleepysoft. It's sort of a Hangman clone, and we're also looking at a movie contract from the Sam Goldwyn people. Sort of biographical. We'd have starring roles and 50% of the box-office takings. I think we'll go for Hangman actually.

THEY HAVEN'T LET SUCCESS CHANGE THEM

Yes. You do see programmers sometimes with flash cars and lots of girls and stuff, but we don't go for that stuff. I put my money in a post office savings account and save up for a rainy day. We've allowed ourselves some small luxuries like the palace, but we're very level headed really. We all pop round to our mums of a Sunday and have lunch and then watch Highway. It's nice

ROMANCE? NO TIME!

We don't really have much time for girls. To be honest, after programming for ten days without sleep we just can't face all the Page 3 poppets who come round. We'd rather snuggle up with a hot water bottle.

AMBITIONS? NOT REALLY!

Well I think that we've done just about everything we'd want to do. Although I think we'd like to do some charity work or something.

IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you think.
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .



CHRIS

HOT SHOT

Looking through your great mag (slurp), I saw the **Hot Shot** review. This is most likely, the most boring Breakout type clone, mass produced. It's utter junk. My baby brother could produce better from a ZX80 and a copy of No 1 (who?).

91% huh? This isn't Oxfam you know, more like 61%. The graphics are small and dull (bit like Chris – GT), sound is OK, but that's about it. How much did Alternative pay you to write such a good remark?
Daniel Worth
Cheshire
Putting his fiver towards: T-Wrecks

● ***In fact Alternative arranged a two-week holiday in Bermuda with Sabrina, Samantha Fox and Cleo Rocos, all expenses paid and a huge bag of money thrown in at the end. Pity I wasn't invited, ha-ha. No seriously, I know Hotshot doesn't look awesome, but it plays great, and that does count for something you know.***

CHARLIE CHAPLIN

5 stars! 5 flippin' stars! "Graphically engaging but ultimately disappointing movie spoof". I'll give Chris Jenkins "Graphically engaging but ulimately disappointing movie spoof" (PHEW!)

How many people knows that ol' Jenkins has a job working for that filth of a mag C+VG? Yup, it's true, he reviewed **Super Trolley** (which is fab) and screwed it up, as he did with **SU Rolling Thunder** review.

Anyway, **Charlie Chaplin** should have got a classic, it knocks **'720'** for six. Anyway, I'd like to see you do any better junky, jinxy Jenks!
Matthew Weir
Wirral
Putting his fiver towards: Where Time Stood Still

● ***OK OK. I admit that I did some work for lovely lovely C+VG, their money is as good as anyone else's (when they remember to pay up). But Charlie Chaplin? CHARLIE CHAPLIN? Almost unplayable! Get a new brain, lad!***

FERNANDEZ MUST DIE

Chris Jenkins is a heavy drinker! (Tell us something we don't know – GT).

That is my opinion after reading your review of **Fernandez Must Die**. This game is totally mega fab and your score of 63% is rubbish. The game consists of a wide variety of targets and the added strategy makes it totally ace. It should receive 100%. Do us a favour and lay off the drink and write some sensible reviews. Get my point?
Chris Rogers
Gwent
Putting his fiver towards: Rambo III

● ***Chris sez: I may just have emerged from an alcoholic stupor, but I still know a hackneyed game when I see one, which is more than some people can when they're sober. But if it makes you happy I'll stick to the Mars Milk from now on.***

CYBERNOID II

I commend Chris Jenkins on a very accurate, yet very fair review of **Cybernoid II**. When I read it I was bursting at the seams to get out and buy the game.

I couldn't believe how detailed the graphics were, how finely tuned the sound was and how flashy the weapons were. I just couldn't believe how a sequel could be so much better than the first.

The only set back is that **Cybernoid II** hasn't got even a hint of originality. Still, all great games must have some problems somewhere.
PS Keep up the good reviews Chris.
Ian Roper
Bridgwater, Somerset
Putting his fiver towards: Where Time Stood Still

● ***Young Ian obviously has a mighty brane the size of a planet, and when I die (of overwork) I'm leaving him my entire collection of Brazilian bubble-gum cards.***

NINJA 2

After reading your review of **Last Ninja** 2 (92%), guess what I did? Nope, I didn't chuck a shuriken at my mum, but decided to get the game instead.

When I loaded it on my Speccy I was amazed at the graphics; they were utterly mega.

The playability is brilliant and the game is just hard enough to make you come back for more.

For once you had your head screwed on the right way round and I think Last Ninja 2 derserved the 92%, if not more.
Andrew Lam
Taunton
Putting his fiver towards: Overlander

● ***Fortunately I had installed my head correctly that morning; usually I get the terminals mixed up and attach it back-to-front, thus reversing the polarity. Congratulations for noticing.***

FOXX FIGHTS BACK

As I was reading Jim's review of **Foxx Fights Back** I was amazed to see he only gave this mega brilliant game 75%. I mean, what kind of a fellow (or thing) are you, do you need a brain? And what's all this about dodgy graphics, they are slick.

The game play is excellent, running around blowing hounds, chickens, squirrels and beagles to bits is really first class. Now come on Jim, don't let this happen again. Apart from that, your mag is brillskill (brillwhat???).
Paul Marples
Havant, Hants
Putting his fiver towards: Bionic Commandos

● ***The graphics weren't slick, they were passable. I think you got carried away in beagle-massacre frenzy.***

SKATE CRAZY

Skate Crazy is a tedious game; the graphics amount to zilch. I found myself fuming after my first go.

Ten out of ten to Gremlin for its idea of breaking away from the karate/martial arts scene, but for me this could've been a budget game.
PS I think you're sexy Jim (so do we – the rest of the **SU** team).
D Tiller
Woking
Putting a fiver towards: Roadblasters

● ***Well you sound like a pretty saucy young fellow to me. Why don't we get together and – (that's enough of that – GT).***

VINDICATOR

Is Tony Dillon out of his mind? (In a word, yes!) The **Vindicator** at least deserves a Classic you maniacal MORON! FULLSTOP!
PS I love shooting you in **Bear a Grudge**!
Timothy Slessor
Stamford

● ***Dillon says: You may like shooting me in Bear a Grudge, but I grudge you so I'll get the bear to shoot you. Har har.***

JIM



SAVAGE

96%!?! What the XXXX are you on about Tony? **Savage** is crap, abysmal and borin'!!! Whoever heard of overgrown houseflies? When you get kersploshed you look nothing like a flat piece of poo. Despite the fact that Dillon's a prat and he never gets a review right, **SU** is a bloody good mag and so are the Megatapes (crawl cringe).
PS Jim Douglas is as cool as a freezer and NEVER gets his reviews wrong.
PPS Bring back Tamara.
Putting his fiver towards: Operation Wolf

● ***I knew this should be in Tony's bit but maybe his feelings won't be hurt too much if we keep it over here.***

The WRITE STUFF?!



BLOOD BROTHERS

Tony Dillon, eh, so you're the culprit who gave this Mega-wicked, cool, ace game 8 stars. It's worth 10+1,000,000 classics (and in the new rating I mean 100%-1,000,000 classics) at least. I bet you played the game for one minute and then decided on the rating. I played the game for half an hour, got used to it, and played it for another two hours, loading up module after module. This game is so hot that it nearly burnt the toast (ahem, sorry). I advise everyone to get this game, play in for half an hour and keep reading the instructions, you'll soon get the hang of it. Graphics are excellent with a brilliant colour clash. Playability, superb, lastability – perfect and good effective sound. This game is a must. Can Gremlin do no wrong? By the way, Megatapes or no Megatapes, this is still the best mag I've ever seen. Grovel grovel.

Richard Marshall
Halesowen
West Mids
Putting his fiver towards: Operation Wolf

● *Dillon says: For your information, I loaded up the game at around 3 in the afternoon, played it for one minute, got used to it, and then played it for the rest of the afternoon and into the evening, only stopping when the security guards threw me out of the building at 7.30. The reason it didn't get a classic is because I didn't want to go back to it the next day.*

As for your advice, who asked for it anyway. People buy the mag to hear my advice, not yours, so bog off peasant.

FOOTBALL MANAGER 2

It is so amazing, I can't believe that Graham Taylor has actually got a review right. He got **Football Manager 2** just right. Well done Graham, three cheers for Graham, hip hip hooray, hip hip hooray, hip hip hooray.

This game is mega cool because it takes all the elements out of **Football Manager 1** and combines them with better graphics and sound. This game is state of the software.

Megatapes are cool except for **Bear a Grudge** which was rubbish. **Operation Wolf** demo is ace and I've just gone out and bought it. It is fantastic and wicked!

Darren West
Cumbria
Putting his fiver towards: Game, Set and Match 2

● *If you thought Bear A Grudge was rubbish I'm afraid you force me to question my own judgement of FM2. Maybe it was rubbish after all.*

ADVANCED TACTICAL FIGHTER

ATF is the best, with the 3D landscape it's in a class of its own. I wouldn't be surprised if the Queen hasn't played this game on her very own personalised Speccy because it's just ace.

The cool points are the maverick missiles which makes the destruction of objects so easy. Also, the extremely good idea of navigation but the only drawback is that it can't seem to land. I've tried everything but it just won't land. But it's an epic in software.

PS If the Queen doesn't play this game, write to her and tell her to play it.

PPS You probably don't need to write to her because she already reads your brill mag.

Paul Hurst
Lancs
Putting his fiver towards: Where Time Stood Still

● *Actually I heard Her Majesty was a platforms and ladders freak...*

BEAR A GRUDGE

Thanks for your mega brill game, **Bear A Grudge**. I've had hours of fun with it. You know, it took me two hours to get past Tamara, but I got there in the end. And that's not all.

What a fab demo **Operation Wolf** is just brill, those sprites really do come to life. I only wish you included more levels. Well, if you do print this letter, the £5 will, of course, go to, yes you guessed it, **Operation Wolf**.

Thanks for your great mag and tapes.

George Pankovas
W Yorks
Putting his fiver towarders: Operation Wolf

● *What a completely marvellous reader you are.*

FOOTBALL MANAGER 2

At last I've gound it. A late, late entry for the Worst Game in the World comp.

This game is the most totally crud, utterly boring game ever. Yes, you've guessed it, it's **FM2**. How you could give this crap 94% is beyond me. To be honest, 20% would be too high. In fact, this game is so bad it's on a par with **Soccer Boss** (well nearly).

Who employs this Graham Taylor dude anyway (Gawd knows!). Anymore cock ups like this and you'd better start considering maggot farming, or public toilet cleaning.

Alastair Wilkinson
Bedford
Putting his fiver towards: Last Ninja 2

● *Actually maggot farming is jolly interesting...*



GRAHAM

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.

So get cracking – write your reviews and send them together with the completed coupon below.

YOUR REVIEWS

Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (or any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. EC1R 3AU.

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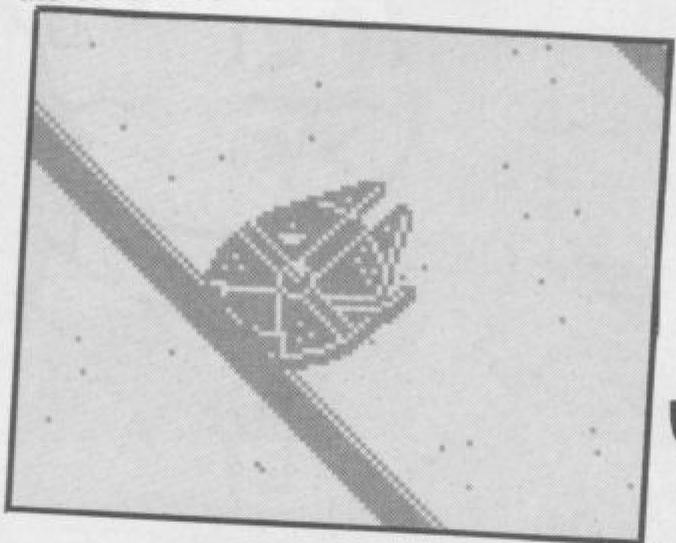
*Reviews supplied without full name and address will not be considered for publication.

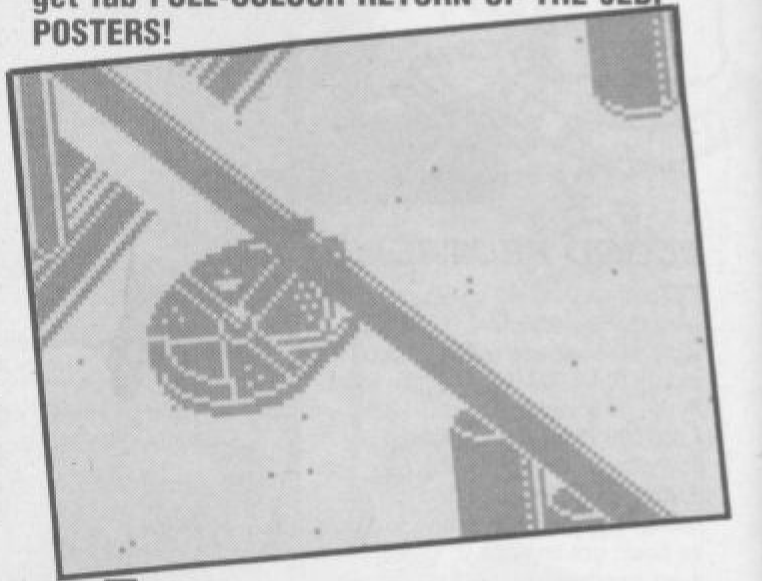
COMPETITION

Return of the Jedi contest

May the force be with you! Watch your X-wing! Get off that Ewok! All these exciting phrases and more will burst from your lips if you are lucky enough to enjoy the fabbo prizes in our Return of the Jedi **contest.**

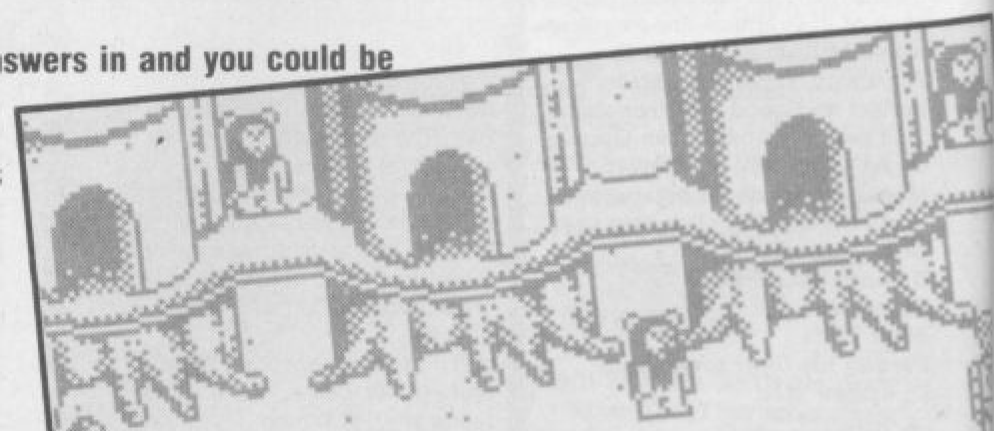
Domark's Return of the Jedi **game is the official conversion of the Atari**





coin-op, and features an exciting chase through the forests on speeder bikes, a jolly romp in a Scout Walker and the final assault on the Death Star in the Millenium Falcon. Not surprising really since that's what the film is all about, and just to prove it you can win one of TEN COPIES of the RETURN OF THE JEDI VIDEO! 50 runners-up get fab FULL-COLOUR RETURN OF THE JEDI POSTERS!

Just answer the simple questions, slam your answers in and you could be up to your ears in Ewoks.



1) What is Darth Vader's title?
- **A) Grand Water-rat of the Order of Goodfellows**
- **B) Dark Lord of the Sith**
- **C) President of the World Wildlife Fund**

2) Chewbacca is a
- **A) Wookie**
- **B) Cookie**
- **C) Bookie**

3) Jabba the Hut is
- **A) A form of garden shed**
- **B) An alien gangster**
- **C) a form of self-defence**

---

1) **2)** **3)**

Name ....

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Send your entries to RETURN OF THE JEDI CONTEST, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 OUF. Closing date is 30th January 1989. Imperial Stormtroopers called Wayne Smedley are not allowed to enter.

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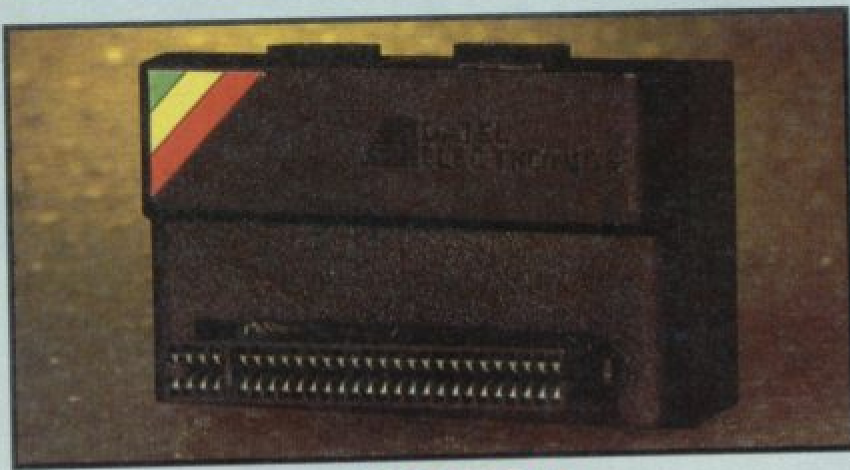
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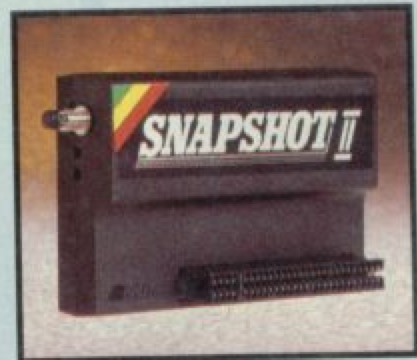
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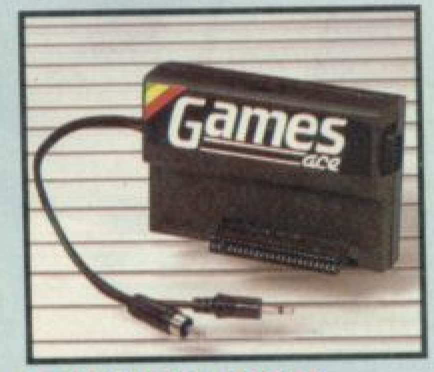
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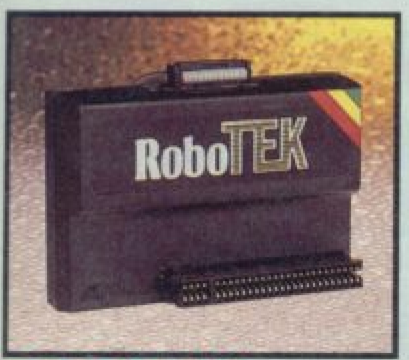
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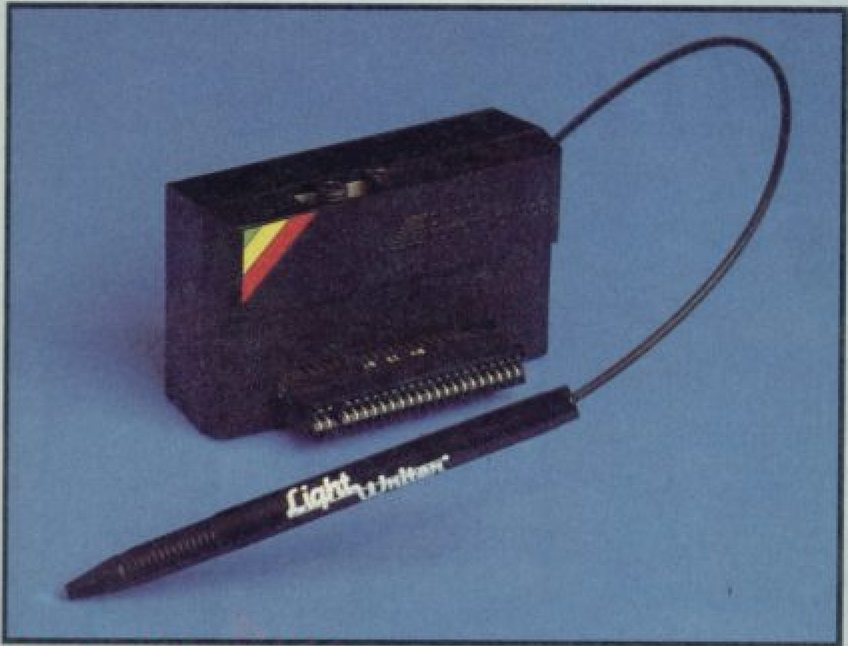
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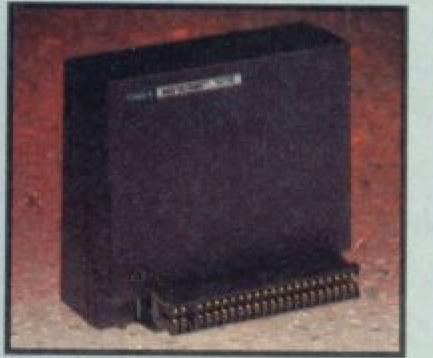
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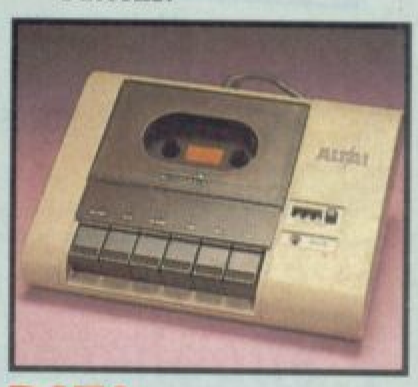
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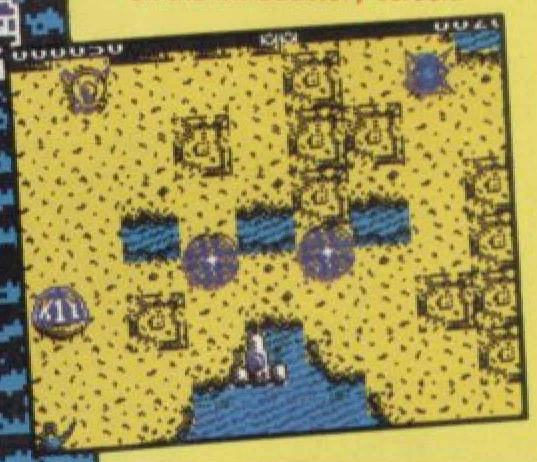
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STAR FARCE









What is **Star Farce**? In one instance, it's a rip-off of that classic old coin-op, **Star Force**. In the other instance it's fast, colourful, playable fun and cheap.

As you have probably already guessed from the screenshots **Star Farce** bears a remarkable resemblance to **Lightforce**, which broke new ground like nobody's business when it was let loose a while back. **Star Farce** is better!

The plot consists of the same old trot. You are a lone fighter... blah blah blah... evil dictator (or should that be potater)... stop him... hordes of alien monsters... free the world... etc etc.



What isn't apparent from the screenshots is that **Star Farce** is a shoot-'em-up of the highest degree, and I'm not just saying that so Mastertronic's Andrew Wright, my bestest friend in all the world, won't break my legs. It rules over a lot of recent, and not so recent SEUs in quite a few ways.

It's colourful. Colour has been used incredibly well. I'm not going to say that there isn't any colour clash, because there is, but who cares.

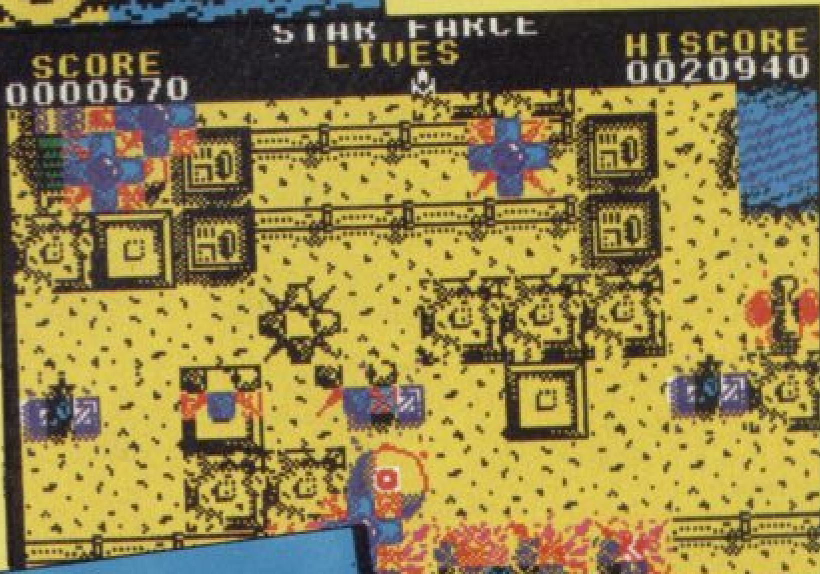
It's destructive. There isn't a single item I could find that couldn't be shot. I especially like the electric power lines that explode in a chain reaction when you shoot the generators.

It's progressive. You can collect an add-on for your ship that doubles your firepower and takes the first hit for you.

It's got interconnecting levels. You can fall through holes into other levels where you are put face to face with a large mothership which appears at various places throughout each level. This has to be shot before you can get on to the next level.

It's playable. The problem with games like **Lightforce** is, though they boast some pretty clever graphics, they're unplayable. **Star Farce** isn't. It's playable *and* has nice graphics.

It's cleverly programmed. There are a lot of clever programming techniques involved, the most impressive being the elimination of borders on the introductory screen.



Star Farce is, by no means, the best shoot-'em-up I've ever seen, but it is a lot better than a lot I've seen recently. At this price, you'd be a fool to miss it■



FAX BOX

ARCADE REVIEW

STAR FARCE Label: **Mastertronic** Author: **Log** Price: **£1.99** Memory: **48K/128K** Joystick: **various**

Ace shoot-'em-up with better graphics than Lightforce

GRAPHICS	SOUND
87	71
74	69
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL **88**

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TH





Twas the night before Christmas and all around the Academy, not a creature was stirring – not even my panther. (Well, you find something to rhyme with 'Academy'.) I was hanging my stocking, with a great deal of care, when I started in horror at a creak on the stair. I pulled out my sword (which was no mean feat!), and walked into the corridor wondering whom I might meet. I crept into the kitchen past the wobbling jelly, when lo and behind... I saw Gordo Greatbelly.

The great man himself had returned, looking much slimmer I may add! What a night we had. Flagons of ale, mead and wine were emptied in no time at all. The tales he told were enough to make your hair stand on end. He's really turned out to be a great warrior.

Another warrior who's becoming more well known is the fabled **Sir Lancelot** who has been brought back to life by Level 9. This game has quite a few humorous responses. If you input a command using an unrecognised object you receive the response 'I do not like to object, but there was no object in that command', a wonderful example of the British language in operation.

On your journey you will come across various knights of various colours. I'm not sure whether you should kill them or not, but as a knight was always supposed to be chivalrous and accept a surrender I think discretion should be the better part of valour, even though the ungrateful wretches will give you a hefty thump before going on their way. You must certainly spare the Red Knight as he will prove to be a friend and ally further on in the game.

When you come to the Castle Lyonesse you will find a horn conveniently lying on the ground. Blow it to end the siege.

I've been informed of a bug in part one. After solving the puzzle at Tintagel, don't return or you will be unable to complete the game. Don't forget to keep a note of all the words that come up written in upper case as they are relevant to solving the true quest for the Silver Grail worth £5,000 which is the prize you can win in the competition being run by Mandarin.

NEVERENDING

STORY. Part three. Believe it or not the following is the full solution to this part. East, north, unlock door, east, east, up, northwest, up, west, west, east, south, south, north, west, up, west, east, east, east, east, up, east, say please, east, east and meet the childlike Empress!!

QUEST FOR THE GOLDEN EGGCUP.

Some hints from David Chater. Get everything and wear everything you can. Make sure God gives you a stone tablet and drop all down the hole before you climb down. Give the beans to the guard and the bottle to Wongo. Examine the floor in the catapult seat room to find the credit card. To get back across the river "Show man card". Wave the wand by the crevasse to get transported across. The gold key unlocks the gates. When you find the Guardian, release the bird and enter the treasure room. If the wand, key or golden egg get stolen find the place with the Harrods bag and go north, east, and there will be the stolen items.

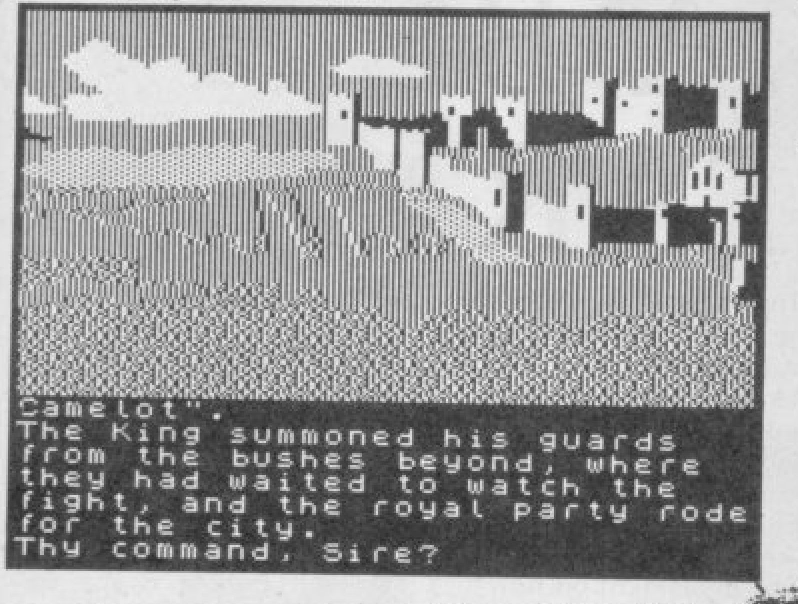
ICE STATION ZERO.

You begin outside a tent so go in and get goggles, wear goggles to prevent being blinded by the snowstorms, get skis, wear skis, get pick, out, north, search sled, get gun, examine dogs, untie dogs, north, east, south, south, jump onto large ice, east onto smaller ice, jump to terra firma, north, up, east, up, drop gun, east, east, east, get grenade, west, up, drop pick....



THE SORCERESS

Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

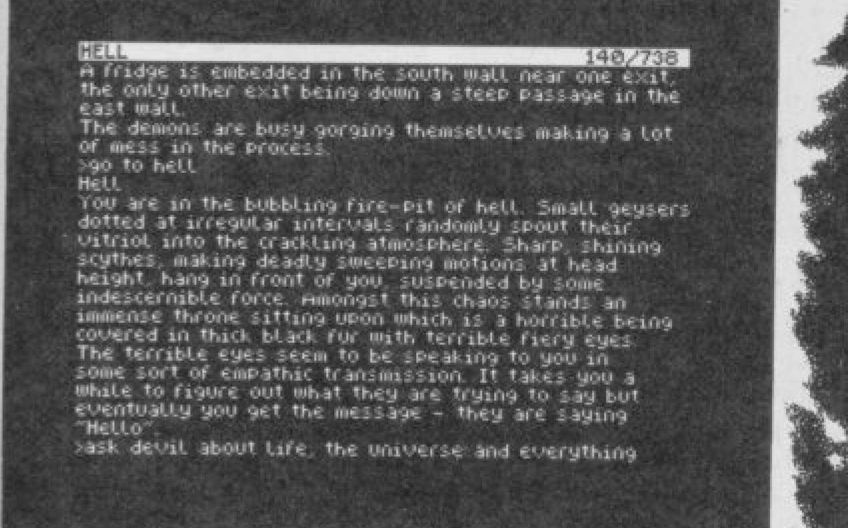


I've had a few letters recently asking me to provide information on games. Nothing wrong with that you might think, but you'd be wrong. The information I've been asked for is the information that comes with original versions of games. So, if you're playing on an original version you shouldn't need to ask for the accompanying details. 'Nuff said!'

There's been an upsurge in queries on **The Pawn** for some reason. A few things to bear in mind when playing this game are that it is possible to finish without doing some of the actions, but you won't get full points. Things you don't need to do are... killing the adventurer, voting, planting the pot plant, giving Jerry Lee Lewis a drink. The blue key will open either the safe of the door in the Ice Tower so that you can rescue the Princess. As you don't get any points for rescuing her you may as well leave her there to rot and score your points by voting. No chivalry here!

If you've managed to get near the end of **The Pawn** and you're stuck then read on, otherwise STOP READING NOW!

You're in hell with the Devil so ask him about the wristband and take the potion bottle. Go to the high ledge and then to the paper room. Take the rope and climb down it, drop it and go south, east and down to find the white, take it and leave by the rope. Go to the dragon's chamber and shine white on shapes. Point to them and go north. Throw the potion bottle at Kronos and press the nozzle. Take the pointy hat and cloak and wear them. Take the wand and go south. Go to hell as before, dropping the white at the bottom of the shaft. Give the aerosol to the devil and leave by going west, south, west, take the white and go to the high ledge. Go to the small cave, south, open the doors, south to the cream door. Knock on the door and when asked about the wristband say no. The door will now open. Go south to finish the game.



Tom Frost is currently working on a new adventure which should be ready some time in the new year. As with **Double Agent** you control two characters but the game abounds with characters so if you're into interacting get in touch with Tom for some more details. Tom's address was given in the last issue of SU.

That's about it except to wish everyone a very Merry Christmas and a Happy New Year.





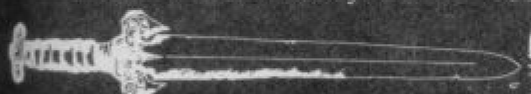
WITTS END

If you've got any quick fire hints on an adventure that you're either playing or you've completed then send them in and you may see them published here. All the hints this month are from Allan Phillips.

BOOK OF THE DEAD – Part One. The first thing to do is to smash the egg so that you can enter the outside world. You have a limited number of moves before your soul is damned. Shear the sheep to get the fleece. Wash the fleece at the oasis. Lift some weights to improve your strength so that you can move the boulder and drain the oasis. You can't get the fleece until it has dried out – about ten commands later. Pray in the temple.

EVERYDAY TALE OF A SEEKER OF GOLD – Talk to Gullem and he will ask you a riddle which you have to answer in order to proceed. Say cherry and he will disappear leaving a ring behind him. Get the ring and go up to the top of the mountain, west, examine plate, hit plate using the hammer of Thor, this opens a stone door, go inside, tie the feather to the arrow with the string, fire arrow, get casket, south, east, down, south, east, east, back to the spider, wear the ring and the spider can't see you any more, go north, west, go round horde, north, west, west, north, west, open casket..... adventure completed.

VALKYRIE 17 – You can use the string at the cable car in town. Tie it to the lever and then enter the cable car, pull string to work the cable car. Whenever the telephone rings, answer it as clues are given. Drop the mirror to deflect the laser beam, shake the pedestal, get diamond.



SO YOU WANNA BE A POP STAR?

Christmas. A time of carols, festive frolics, holly, ivy, slush, Aunties, 700 million Christmas cards and a postal system creaking at the joints. In other words, it's coming to that time of year when you've got to remember to send those orders in very early indeed unless you want to NMR with boring regularity. Either that or start keeping carrier pigeons. Christmas is also a time of presents 'though, isn't it? So there are a couple of PBM houses that are giving away Freebies of one sort or another to SU readers – thank you Santa. Firstly there's a couple of games from Ideal Games, situated in Northern Ireland; **Pop Star** and **Soccer Boss.**

Pop Star looks the most fun, in that you play the part of a budding rock star out of a game of 99 others, with the object of becoming the most successful; i.e. selling the most records.

If you've ever wanted to be on Top of the Pops, this is the game for you. Choose a style of music from a list of nine styles, then make an album by inventing a name for it and at least eight tracks. This process in itself can be quite a laugh.

The quality of the songs will be dependent on how much you rehearse – but if you spend all your time rehearsing, then you can never play gigs and the fickly fans will forget you. Now try and release singles from the album and try to promote it by spending some of your hard earned dosh on a promo video. A studio job without a storyline will only set you back £5,000, but something with the latest special effects is going to cost big wads – £100,000.

You can do other sorts of promotion from the lowly badges to fly posters to advertising yourself on telly, with the appropriate variation in cost and effectiveness.

Get yourself a manager – and your career is away! With charts issued every week and plenty of potential player interaction, **Pop Star** looks fun – even though the rule book might not be the most linear and logical in existence. So why not give it a try?



The other Ideal Game is called **Soccer Boss** and, as a slightly more serious affair perhaps, suffers from the brevity of the start-up rule book.

You build up a team, buy and sell players, coach, scout and so on – and you can also place side bets on the outcome of matches. And for potential stock brokers, there's always the Buy Shares option which lets you trade in stock belonging to other clubs. This is a bit odd.

It looks like there might be too many frills to this game, and not enough meat when it comes down to the nitty gritty of the action out on the field itself. Still, the start up pack is free if you want to take a look for yourself – as is the pack for **Pop Star.** Write to Dan McCrossan at 72 Townsend St, Strabane, Co Tyrone BT28 8HY, or ring on (0504) 885519 for more info.

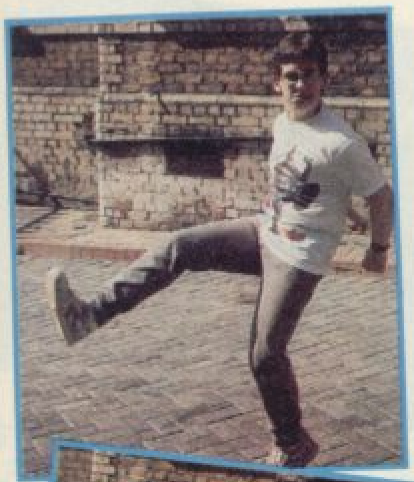
The other freebie this month comes from Demon Games – who are offering a total of six credits for anyone starting their game **Warzone** before the end of January – but that, however, will cost you £5.

Warzone itself is an interesting computer moderated science fiction based PBM. You are one of the eight high rulers of your particular race, and control a Citadel, up to 4 Wardroids (multi-purpose land based robots), 4 Ghostwalkers (movable energy fields) and 3 Drones (flying warbots). The race with the highest victory point total after 40 turns wins the game, with the individual ruler with the highest points within that race being declared Overlord and overall winner. This immediately introduces an interesting interaction between races and between individuals in the same race.

The 12 page rulebook is a thorough outline of orders initially available to the players – but it looks like one of those things that reveals more the further you get into it. Not the simplest of games by the look of it, but if you can afford it (and the total game over one year would cost you £50 altogether, remember), I get the feeling it would be one that you could easily get into. Try writing to Demon Games, 62 Salthouse Rd, Hull, Northumberside HU8 9EL.

That's your lot.
Happy Christmas!

OI! BUY THIS!










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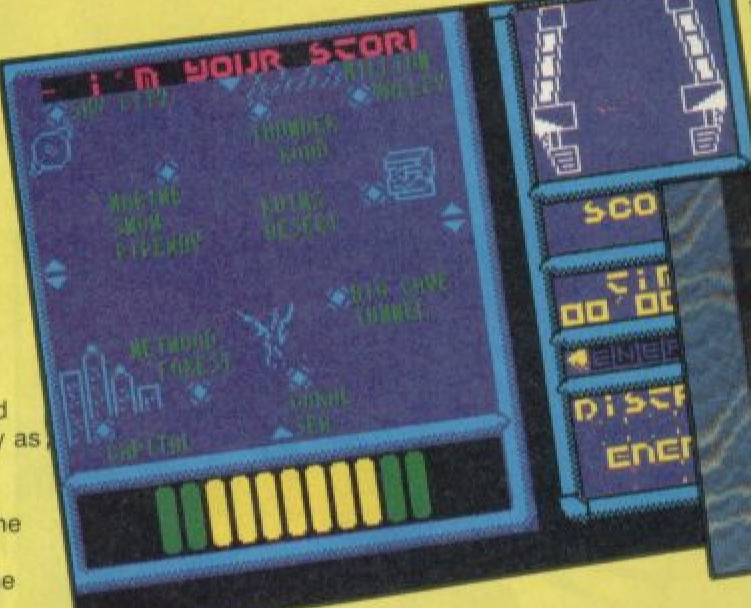
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Just when you thought it was safe to start an arcade conversion, **Sinclair User's** crack team of prying nosey scumbags bowls up to invade your privacy, take pictures of your stuff and ask you to blow the gaff on the most secret and intimate aspects of programming. It's a tough life.

BLUE





GRAPHICS

The graphic artist decided that the game would look better in monochrome. Use of colour led to attribute clash, because the road and the vehicles must move smoothly, by as little as one pixel. The sprites were redrawn from photographs onto the 128K Art Studio on the Spectrum. The backgrounds had to be simplified because of limitations imposed by the scroll routine.

The arcade machine uses about 200 screens of parallaxing background per level. This translates to about 44K of map data on the Spectrum. A system was devised whereby the maps were split into about 48 screens which were then repeated to produce the complete levels.

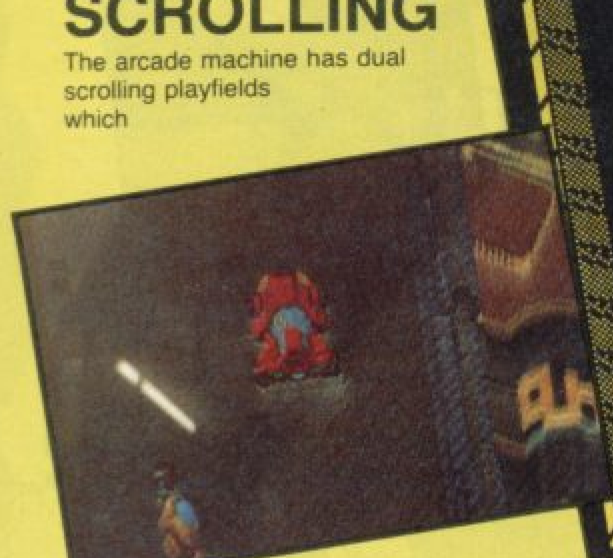
SOUND

We hope to produce a 128K version of a program featuring music by Tim Follin and maybe digitized speech from the arcade game. We apologise to 48K Spectrum owners for the lack of decent clicks.

SCROLLING

The arcade machine has dual scrolling playfields which are used mostly for a parallax effect. The front playfield scrolls at between one and eight pixels every frame update (using hardware, of course). The Spectrum routine simulates this effect – with the limitation that only six different graphic blocks can be used on one map line. The parallax effect is really a bit of a cheat, but the routine does allow horizontal character scrolling and 0 to 16 pixel vertical scrolling, all taking less than one TV update.





CONTROLS

Nothing special: up to accelerate, down to decelerate, fire to jump.

TRICKS & PROBLEMS

The most problematic part of the program was undoubtedly the scroll routine. The need to update the whole screen in less than one frame required some very strange techniques. At one stage I tried scrolling part of the scroll routine instead of the screen data. Somehow this worked, but was abandoned because it did not allow for simultaneous horizontal scrolling. The routine eventually used shouldn't work either.

The map reading program copies one part of the map into a buffer and uses this data to create some code that is then run by the scroll program; i.e. the program effectively writes itself (!?).

OTHER VERSIONS

US Gold supplied us with the arcade game, from which we produced five home computer games – mostly by playing the game and seeing what happens!

The Spectrum project was developed over about four months, using an Einstein development system – which takes about 1½ minutes to assemble and transfer the program.

PRINT

SPEED

In a racing game such as **LED Storm,** much of the gameplay is dependent on the movement speed of the sprites or background. Like most arcade games, LED updates the screen at the maximum rate of 50 frames per second. This rate was not possible on the Spectrum, but the next best thing – 25 frames per second was just possible. It would have been possible to update once every three TV frames (using a background screen, with better graphics) but this would have detracted from the (already work) gameplay.

ANIMATION

The game runs at a constant rate of 25 frames/sec. The first frame is taken up doing the scroll, the second by masking on the sprites and then doing the logic to make them move.

The sprite for your car is selected from 27 possible definitions. This meant there was no room left for the motorbike transformation – probably another 30 frames. The sprite routine can theoretically deal with 16 sprites of any size, although that number is neither necessary nor desirable.











THE PROGRAMMERS

Graphics artist John Tatlock has previously worked on **Agent X** (1 & 2) and **Chronos** for Mastertronic.

Programmer Mike Follin has been coding for about 5 years, mostly on the Spectrum. Previous programs for Software Creations include **The Sentinel, Bubble Bobble, Black Lamp** and **Bionic Commando.** He would like to point out that none of the sprites in the last title could be described as suffering from flicker. The main commando sprite flashes to indicate invincibility at the start of every new life.

This month we look at interfaces and Damian Scattergood gives advice on using the Spectrum ports to their best advantage.

HOW THE . . . DO YOU ALTER THE PROGRAM COUNTER DIRECTLY?

Asks Melissa Gibson from Middlesex.

There are two special instructions, **PUSH** and **POP** which are used for shunting information on and off the stack. PUSH is the easiest of the two to deal with. When a register pair is PUSHed the current contents of the register pair are loaded into the location currently pointed to the stack pointer. The stack pointer is then decremented by 2, thus pointing it at the next free location.

POP is next and has an important feature worth noting. When a number is POPped from the stack the value pointed to by the stack pointer is loaded into the register pair being popped. The stack pointer is then incremented by 2. Now the important part to note is that the value popped off still remains in stack memory and was not corrupted in any way. The stack pointer was just incremented to ignore it. We could check this by doing DEC SP twice followed by a POP and check the new result which should be the same as the old popped value.

So what use are these features of PUSH and POP? The main advantages of using the stack in conjunction with these features is speed. To explain this we shall look at a simple function to clear the screen. The standard way to clear the Spectrum screen is as follows:

```
LD HL,16384
LD DE,16385
LD BC,6143
LD (HL),0
LDIR
RET
```

This code is very quick and will clear the screen in approximately 129048 T States. However, there is a much faster way making use of the PUSH command. Using LDIR, each screen location is cleared a byte at a time. However, if a register pair was loaded with 0 and PUSHed, then 2 bytes would be set to zero each time. To achieve this effect, we first point the stack at the end of our screen. (Remember the stack counts backwards.) Then all that is required is to PUSH as many zeros as needed to clear the screen. We will however, have to preserve the old stack pointer and disable interrupts. You should note that interrupts use the stack so obivously changing the stack pointer and using a separate stack will cause a crash if interrupts are enabled. Our new CLS routine will look like the one below.

```
DI                   Disable interrupts
LD (END+1),SP        Restore stack via self modifying
                     code
LD SP,22528          Point at the end of screen
LD DE,0              Register pair set to 0
LD BC,3072           Loop counter
LOOP PUSH DE         CLS 2 Bytes
DEC BC
LD A,B
OR C
JP NZ,LOOP
END LD SP,0000       Restore old stack
EI                   Restore interrupts
RET                  End
```

This code, although rather strange,will execute in approximately 116814 T States, thus on average 12234 T States faster than our original version. In games software, where speed is essential time savings like this are extremely useful.

POP can also be used to speed up code. The strength of this command is in extracting information from structures such as tables. One of the toughest problems for programmers is calculating the position on the Spectrum screen, particularly in sprite routines. The screen is complex, split into three sections and each section again divided into characters of eight scan lines each. The general theory is that to go down a scan line you add 256 and 32 to go down a character. However, you must also check whether you are crossing a screen or character boundary when using pixel co-ordinates. By standard timings it can take anything from eight to 33 T States to calculate the address of the next scan line down. All the complications of calculating the next address can be solved by use of the stack.

The only drawback is that it will cost you 384 bytes of memory for the new stack. In this area of memory you store the start address of each scan line on the screen, thus forming a table of all the Y values of the screen. These are stored in reverse order because the stack works backwards.

At the start of the sprite routine, you should point the stack pointer at your current address in the table. Now to go down a scan line, you simply POP off the next address in the table. The POP takes a mere 10 T States. Comparing this with the method above, quite a lot of time can be saved if printing a lot of sprites. An example of

using this method would be too long to print, but the Basic format would be as follows:

current PC is stacked. GET PC completes the return by clearing the stack and

```
Calculate address in table
LD C,A              Switch upside down because the
                    table is stored backwards
LD A,191
SUB C
LD H,0              Multiply by 2 because dealing in
                    Words
LD L,A
ADD HL,HL
LD DE,TABLE         Point into the table
ADD HL,DE
LD SP,HL            Point stack at the correct position
                    in the table
LD B,O              Load B with zero for calculating
                    offset across screen
Print sprite
POP HL              GET ADDRESS OF NEXT SCAN
                    LINE DOWN
ADD HL,BC           OFFSET INTO SCREEN
REPEAT FOR REST OF SPRITE
```

Sprite routine entry point
A=Y co-ordinate 0-191
C = X co-ordinate 0-31

Using POP like this can speed up data access incredibly, although some care and attention must be paid when setting up tables to be used with this method.

Next we shall discuss the use of the PC register. The Program Counter (PC) holds the 16 bit address of the current instruction being executed. There are no Z80 instructions to alter the PC directly but it can be altered indirectly in a variety of interesting ways. (?! – JD).

The simplest form of changing the PC is via a JUMP command. When a JP is executed, the address following is loaded into the PC register and execution will continue from that address. So in effect, JP acts in the form of a LOAD PC, instruction.

However, the PC can be changed to our advantage in one other simple way. When a CALL is executed the current PC value is placed onto the stack. It is here it stays until a RET pops it back off into the PC agains. While the PC value is on the stack it is vulnerable to change. The simplest use of this technique is in finding the current PC value. This is done by a call to a short routine GET PC listed below:

returning to just after the call, leaving HL containing the PC address of the instruction just after the call. The same techniques in reverse can be used to jump to an address. The RET command takes the last value on the stack and loads it into the PC. So to jump to a function we could use the following code:

```
LD HL, FUNCTION     POINT HL AT THE FUNCTION
PUSH HL             STORE JUMP ADDRESS
RET                 JUMP TO THE FUNCTION
```

This code is equivalent to JP FUNCTION.

Although this code looks useless it can be very useful. If a program uses a lot of calls then quite a large amount of stack space can get used up. By a combination of calls and jumps and some erasing of some return addresses from the stack, the code can be made extremely fast.

If for example, there were 20 nested calls, it would be entirely possible to return to the base routine in 1 RET instructions rather than 20, thus saving an incredible amount of time and space.

It is probably worth pointing out that this technique is not recommended for the faint hearted. The irregular control structure renders the code

```
GET PC  POP HL      Get the PC off the stack
        JP (HL)     Jump back to return Needed
```

When a CALL GET PC is executed the value of the

almost impossible to debug. A false return could easily land you anywhere in the Spectrum's memory and would almost certainly be fatal. As an exercise it gives a thorough understanding of good control of the stack, its functions and most importantly the problems which can occur whilst manipulating the stack!



HELL!!!

Sinclair User's address
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Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

I'VE GOT THIS PROBLEM

. . . WITH MYSTERY CODES

One night I was progamming on my series 3 48K Spectrum. I stumbled on the following mystery. I entered the program below . . .

```
10 PRINT "H"
20 IF INKEY$<>"J" THEN GOTO 10
```

and when I ran it it said "Scroll?" I pressed Caps Shift and Symbol Shift together. The word RUN appeared, followed by various flashing things.

Wosgoingon?

James Wykes
Skilling
Bridport

● Woooar! Another ancient bug surfaces, looks around and decides it likes the view. What's happening? Spectrum BASIC is a machine code program like any other, only it's held in ROM instead of on tape. There are lots of different parts to it — some decode BASIC commands, some load in tape programs, some make BEEP noises, some scroll the screen and some read the keyboard.

A lot of these areas are shared. For example, the bit of Spectrum BASIC that reads the keyboard is used at different times by the INKEY$ instruction, the INPUT command and the thing that asks you Scroll? If you press Caps Shift and Symbol Shift in Input mode the cursor changes to Extended mode. That bit of the keyboard code is (incorrectly) active during the Scroll? question, and if you try to go into extended mode it gets terribly confused because there is not cursor to change. Hence the digital disturbance on a screen near you.

But it's harmless. Most of the time . . .

. . . WITH REVERSED COLOURS

I have a Sepctrum +2 and a Cabel 370A colour monitor. I get a great picture, but some colours are swapped. Red and Green are reversed, also Magenta and Cyan. All the rest are unaffected. Huh?

Also, how can I record music from the +2?

Malcolm Smith
Kirkcaldy

● To solve your colour complex, sawap the wire going to pins 6 and 7 on the plug that connects to the Speccy. I'm not sure what sort of standard lead you're using, but it sure ain't the right one!

You can record stuff from the +2 by putting a blank tape in the tape deck and pressing RECORD and PLAY while the computer is playing the music. If you prefer, you can take audio from the SOUND socket on the back and connect it to an amplifier or the microphone input of a tape recorder.

. . . WITH WELL TRAVELLED SPECCY

Last year I went to live in the Middle East, so I took my Speccy +2 with me. On the TV over there it didn't produce any sound. I took it to a repair shop who returned it to me.

Now we're back in the UK, it doesn't work on sound again! Can I get it repaired, or can I do a DIY job on it — if so, how?

Andrew Lennard
Linton
Wetherby

● No — take it to a repair shop to get it fixed. To change the frequencies to those used in most of the Middle East (was it Saudi?) it's most likely that the fixers would have changed some components. They might have just made adjustments, but if not then you can damage your computer by attempting to retune it yourself.

It should be a simple job, and you won't be without your computer for more than a day or two.

. . . WITH ART STUDIO

When using Art Studio, all my screen copies are much longer (or much wider, if printed sideways) than they appear on screen.

Is there any software or hardware that doesn't suffer from this horrid effect?

Dulux Van der Stack
Somewhere
Probably Holand

● Sorry about your name, but that is really all I could read of it . . .

The problem is that TV sets are not square. They're rectangular, and are four-thirds as wide as they are tall — they've got a 4:3 aspect ratio (as we say in the trade). Pixels on screen suffer from the same problem, each dot that makes up the Spectrum picture is wider than it is tall.

The dots on dot-matrix printers are square. So a circle on the TV set comes out stretched lengthwise when it's printed, because the dots on the printer are longer in relation to their width than those on the screen.

If it's any consolation, people have been trying to solve this problem for a good few years now — short of making artificially distorted printers or special monitors, there's no way out.

. . . WITH CONNECTIONS

I've recently bought a +3. I also have a 48K Spectrum, and several Apple II disk drives. Is it possible to connect them all together, and if so can I load and run Apple or CP/M programs?

Scott Yates
Sutton Coldfield
West Midlands

● The way in which Apple disk drives work is part of the mythlogy of the microcomputer world. The inventors of the Apple micro designed some cheap and useful disks and thus conquered the world.

The world didn't remain conquered for long, and soon lapsed into its own standards. So the Apple disk format is useful only to other Apples. Even if you could connect them, any programs you read would be useless on a Spectrum; you might be able to read some data files but it would be ten times quicker to type them in again from scratch . . .

. . . WITH A NEW JOYSTICK

I've just got a new joystick interface for my 48K Spectrum called a RAM Turbo. It's really good, and it's got everything I want. Kempston, Sinclair and Protek modes, two ports and an expansion slot.

On the top of the interface is a socket for ROM cartridges. What are these, and what sort of software is on them? Where can I get them from?

Ralph Devon
Whally Range
Manchester

● The only people to produce software for the ROM cartridge system were Sinclair themselves, and as these were such notable games as Horace Goes Skiing, Psion Invaders and Jet Pak the system vanished shortly afterwards.

The cartridges are now like gold dust, and (I imagine) collectors' items. Sinclair spent a huge amount of money developing the technology behind them; they had a little red rubber lip to keep the dust out and terribly swish internal circuitry. Shame nobody wanted them.

If you can't get your RS232 to connect your thermostat to your RAMDOS, drop us a line at I've Got This Rather Embarrassing Problem, Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.

(but Dr. Rupe has the answer)

(but Dr. Rupe has the answer)

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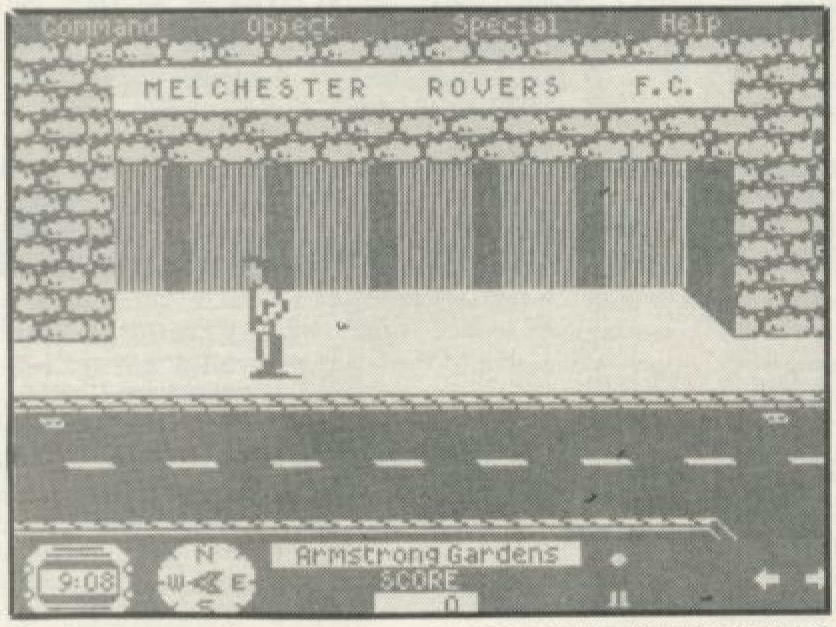
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ROY OF THE ROVERS

Here we go, here we go, here we gooo!!!

So, **Roy of the Rovers,** the legendary comic book footballer, is here – courtesy of Gremlin,by way of destitute Piranha Software.

We find Roy (screams from the fans) trying to find the other four members of the five-a-side football squad he's playing with. They have been kidnapped and are being held somewhere in Melchester, Roy's home town (Oh, purplease! – GT). If he doesn't rescue them within the time limit, he will have to play the match with the mates he has managed to save. A map of Melchester is given with the instructions, so it's just a case of checking around and following leads given by the various characters, such as Roy's mum (Barf).

The graphics in this section are reasonable but are used in a very uninteresting way with dull looking buildings. But if you think the graphics are bad, think yourself lucky that you don't have to put up with the sound (YAWN) which consists of a sparse little tune on loading and not much else.

After 2.3 milliseconds of playing, I decided I'd had enough of this because what with **Afterburner, Robocop** and the like, who wants to play this resurrection of nearly every walking around and exploring locations game ever written.

So, not too impressed (as you might have guessed by now) I tried the other part. The second part is the aforementioned football game which has some serious faults. The footballer's graphics are the same graphics which were used to animate Roy in the first bit. Some are shaded to signify which team they belong to (as if it makes much difference, because the computer is really, really, really hard).

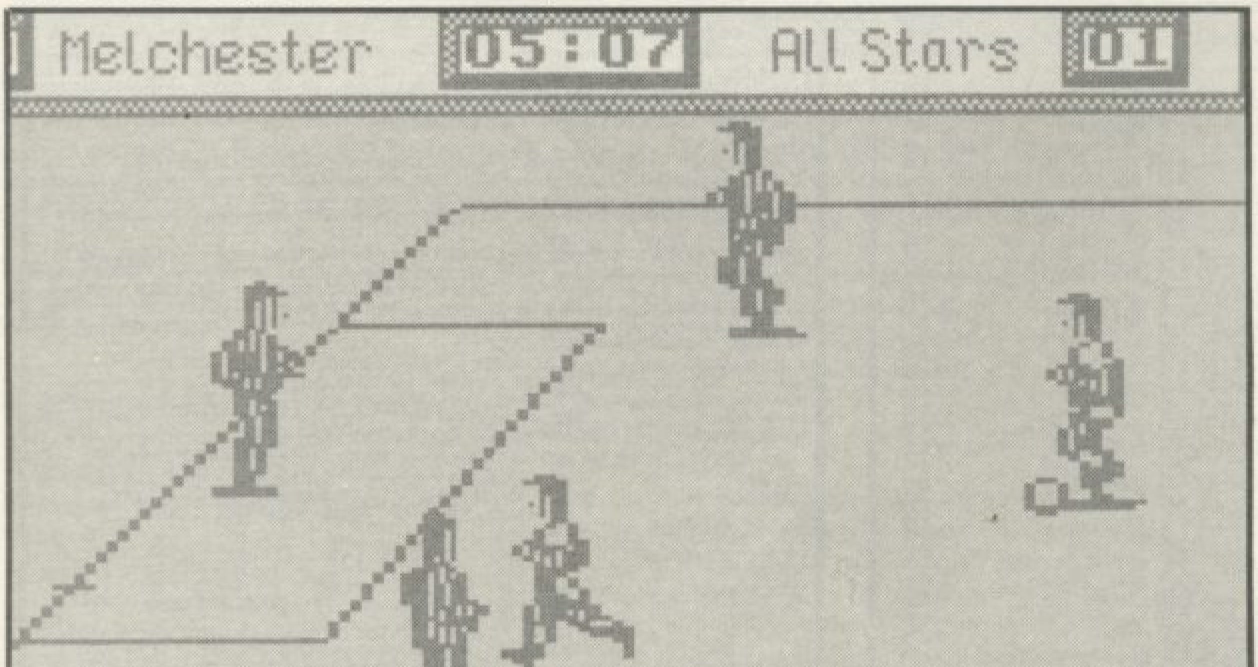
At the end of all this searching and finding and looking and any other moving around and doing-bugger-all-type verbs and once you finally manage to beat the computer (highly unlikely), what happens? Eh? Come on? What?

You get a scrolly congrats message and that's it! So, in the words of somebody bumbitingly famous, 'What you've got to ask yourself is . . . is it worth the dosh?' . . .

Really, after some of the games that Gremmo have produced, such as **Super Sports** and the impressive **Techocop,** they really should be doing better.

One point to mention, if you are keen enough on Roy to buy this, notice that when a goal is scored a great spine jellying roar goes up from the crowd – THERE IS NO CROWD. LOOK AT THE PICS. WHAT THE HELL IS GOING ON?

Thinking positively, you could buy this game for the worst, fartbaggiest enemy you have and send it to him/her for Christmas. Otherwise don't bother■



ARCADE REVIEW

FAX BOX

ROY OF THE ROVERS *Label:* **Gremlin** *Author:* **System Applied Technology** *Price:* **£7.99** *Memory:* **48K/128K** *Joystick:* **Various**

Scores one on the total mediocrity counter for Gremlin

Reviewer: Steve Mahony

GRAPHICS	SOUND
50	32
55	29
PLAYABILITY	LAST ABILITY

OVERALL **38**

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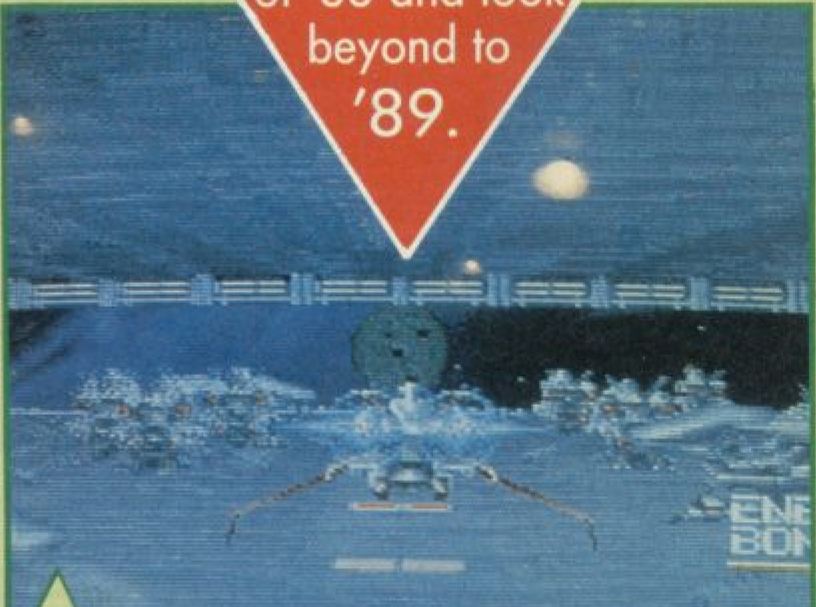
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Christmas and the New Year – a time for looking back on the past 12 months and reflecting ... that you probably won't get the presents that you want this year either. Forstall those festive blues by recalling the video game highlights of '88 and look beyond to '89.





SHOOT'EM UP OF THE YEAR

This one was difficult. Did the SU committee go for something that looked ordinary, but played really well – say the fab **Vulcan Venture** – or were we impressed by mere flashy graphics and computing power. Well, you know, shallowness will out, and we plumped for another Sega – "We've got an expanding sprite routine and we're going to use it" – classic, **Galaxy Force**.

Galaxy Force is a true tour de force in moving sprites on screen. It's action is similar to something like, say, **Astron Belt** which was one of the first laser disc games, but gosh – because it's all done in software nowadays it's fast, more impressive in general and visually a knockout. The game specializes in you zooming through corridors filled with aliens, skimming across planetscapes of boiling lava, which boil up and try to zap you if the mood takes. Magical.

A few closing awards that you might be interested in, how about:

OVER THE TOP GAME OF 1988

Still, as we said, '88 was not the year of the beat-em-ups. If numbers of units in the arcades is anything to go by, it was the year of the "get-the-M16-out-and-blow-those-commies-away-buddy" kind of game – that is, **Operation Wolf**. Take our word for it, **Operation Wolf** is the kind of commercial phenomena that gives businessmen hernias when they have to truck the huge wheelbarrows of money made to the bank.

Forbidden fruits, eh? Well, **Operation Wolf** was that with a vengence, in the game where you take a vibrating machine gun in both hands and blow away batallions of moustachioed loony-lefties.

Still, just a bit of fun, isn't it – and after all, sources close to Taito were heard to express the sentiment that, "Operation Wolf is what being American is all about." Nurse, the screens, please.

Goes without saying though, that the genre that one company has made successful will soon send the others running for a similar formula – hence **Dead Angle,** and newer games such as **Devastators** – which replaces the gun of Wolf with, of all things a trackball.

Yet, one **Operation Wolf** only there is and it gets the SU award for "shooting game most likely to push you over the edge" in 1988.



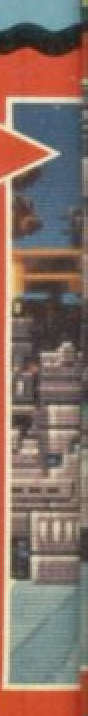
MOST ORIGINAL GAME OF THE YEAR

How about **Dynamite Dux?** This is another Sega creation, but a cutsie, surreal job that'll be tickling your ribs well into '89.



WHAT A FUSS ABOUT NOWT AWARD

Thunderblade – just to prove that Sega don't get it right all the time. Nice graphics, shame about the control system.

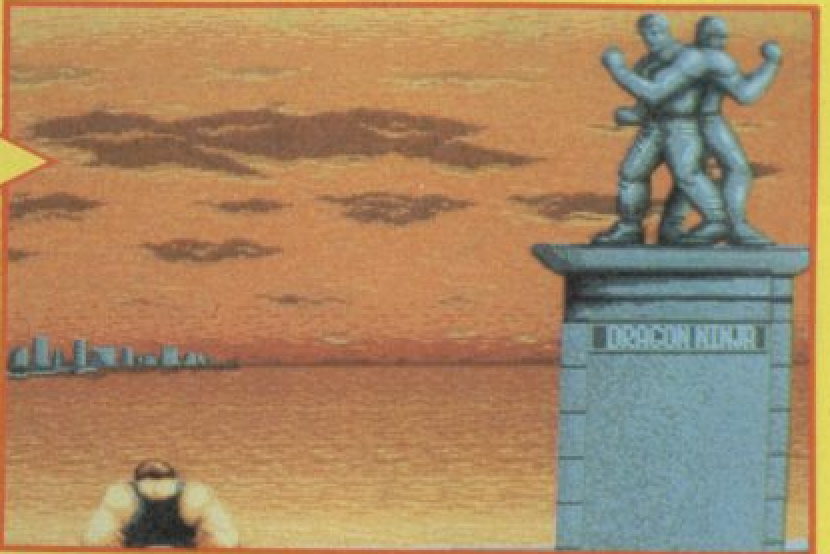




Actually, trivia fans, **Dragon Ninja** was called Bad Dudes in the States... and less than three quarters of a million people know that.

Sure, there was nothing new in store in the game, but the design was slick, the graphics cool and the effects jolly noisy. Probably the first game in which the wearing of hair gel during play is almost essential. Come to think of it, studded simulated leather armbands help too – along with torn tee-shirts, stone washed jeans, low IQ and a walkman playing Bros. Right on, hipsters.

At an appreciable second must come the hit-me, hit-me version of Capcom's **Street Fighter**, which instead of a feeble fire button has a large padded stud that you have to thrash mindlessly with the fist, to make your move. I bet the odd game ended in tears there.



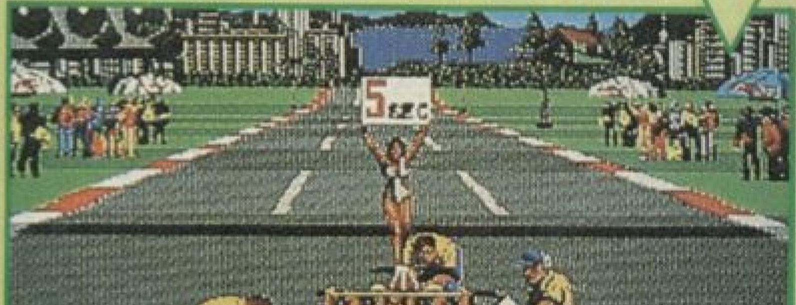
BEAT 'EM UP OF 1988

1988 has been the year of the having game – and the year of the shooting game, with for once, the beat-'em ups that have been so popular in previous years, taking a back seat – to a certain extent. Have the kicky-kicky enthusiasts finally got tired of kicking the hell out of each other on-screen? Or are they still hospitalised after continuing the fray outside?

Well, who knows, but the SU award for combat game of the year goes to Data East's **Dragon Ninga**, in which two hip dudes create 15 different sorts of mayhem on the streets of the USA.

COCK-UP OF THE YEAR

Our nomination – the fact that **Continental Circus** is called... Continental Circus. Shouldn't that have been Continental Circuit, boys?





RACING GAME OF 1988

Well this one is the closest call of the lot – racing games were certainly in demand this year, one way or another.

For starters there was **Continental Circus**. This was a racing game with a difference. And the difference was the third dimension. This was done, all thanks to some fancy programming and some LCD glasses firmly fixed to the canopy of the unit. Not a bad gimmick – and in fact, **Continental Circus** is a quite acceptable game in itself, being a "behind the car" Formula One racing game. One of the main features of the game is that you can zoom into the pits and get repaired if your motor starts playing up. Pretty Neat.

A close and very honourable second comes the best race game of the century to date – **Final Lap** from Namco. Not only was it the best driving simulator to date – oversteering is possible at last, bad drivers of the world! – but it's simultaneous car vs car. And not only you vs another guy... it's up to you vs seven other buys, assuming there's enough units in the arcade. Wow! I mean, an eight player simultaneous video game – that'll have to be one hell of a game to beat **Final Lap** to the number one spot. Friends, that game is – **Power Drift**, again from Sega.

Power Drift is, without doubt, the single most spectacular game ever to arrive in an arcade – in SU's humble opinion.

One player only, but the blinding speed of the game and the astonishing way that the track zooms up and down, side to side as you participate in the race of a lifetime can be described in no lesser term than fab. There are 12 buggies in the race, you have to finish in the first three to stay in the game – and have four laps to do it.

One of the great ways the game plays is that if you make a mistake, you lose time etc, but the action is maintained by slamming you down on the track, pointing in the right direction. Super stuff and coming to an arcade near you soon.





PREV

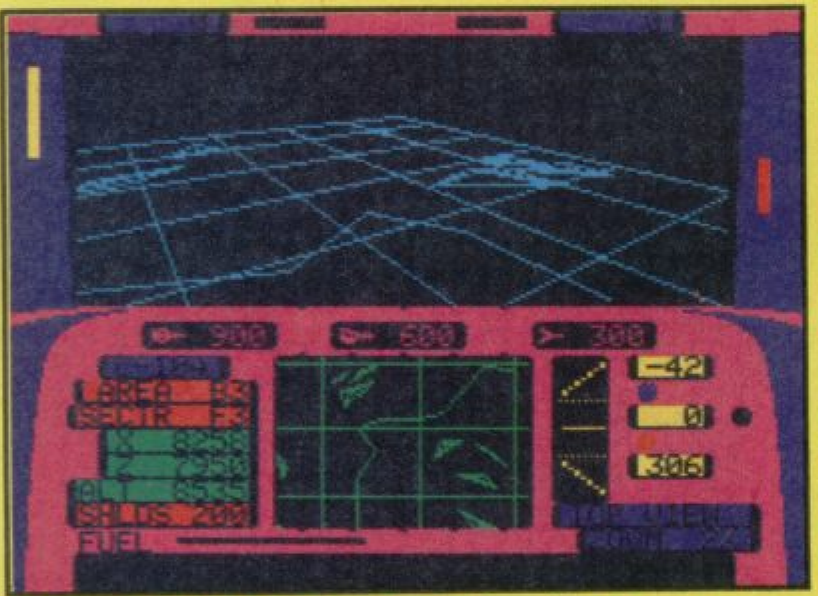
ECHELON

US Gold are soon to release Echelon. I must say straight away that this has nothing to do with drawing pictures by twisting two knobs. Echelon is one of those 3D vector graphic games with millions of controls. The blurb states that the game has 'State-of-the-art weapons systems, remote piloted vehicles, real time infra red vector graphis' drone... blah... snore...

Games with manuals like Echelon's usually disturb me because 1) I'm too lazy to read a novel just to kill aliens 2) There's not much point when you can work it out in a few years without looking at the manual 3) I can't read.

Door step sized manual aside, the game could be good, after all Elite was, so was Mercenary Etc, Etc, Etc.

Streetdate: Out Now.
Price: £9.99 Cassette £12.99 disc



TIGER ROAD

Tiger Road is imminently arriving from the stable of GO. It's yet another fight, fight, fight game. You use a variety of pointy sticks, maces, clubs, aces, diamonds – well, maybe not all of the above, but you get the message.

Unless I'm much mistaken (although, I should think all the good ideas have been used up in the spate of kung fu games recently) then it's likely that it will be just like all the other ho-hum, boring kung fu games, but you just can't tell can you? Let's just wait and see, shall we...

Streetdate: Out Now
Price: £8.95



BLASTEROIDS

Yes. I remember it as if it were only yesterday . . . (swirly video effect indicating timewarp. Price-like voice-over; "Yes. Here we are back in the late 70's. There's Taylor in his Loon pants and velveteen shirt and Roy Orbison shades and Skeat in her waistcoat and ponytail and there's little Jimmy in his pram . . .")

T: "Like, man, I can't co-habit with these 70's clothes grooves. I'm yearnin' for the time when I can cool down with some sharp Italian suits and not have to pretend to like everyone all the time."

S: "Yo. Chill out, Gramps. Let's check the scene at the amusement arcade. We can hang out and play Asteroids and drink milk."





J: "Asteroids is pooh. It's just a simple vector graphics routine which has been exploited in a clever way. Admittedly it's very nicely put together, and will be imitated for years to come. In fact, I predict that in 1988 Mirrorsoft – the software division of the Mirror Group of Newspapers – will get the licence for the coin op called Blasteroids which is a three dimesional variation on the Asteroids screen system. They'll convert it for the Spectrum and a magazine called Sinclair User will adopt an especially hopeless style to preview it. It will print two screenshots and tell the readers that there are three dimensions to the asteroids, which will still be vector graphics and you'll have three spaceships to choose from each with their own abilities like fast fire, quick movement etc. And the game's price won't have been decided at time of going to press."

Streetdate: January.
Price: Undecided.

T: You always were too clever, Douglas.

SKATEBALL

2

A company new to the world of the Spectrum, Ubi Soft, now bring you Skateball. My initial impression is that it seems to be very fast and well animated. This game looks okay but I'm sure that the computer will be far superior than your average low life Hume.

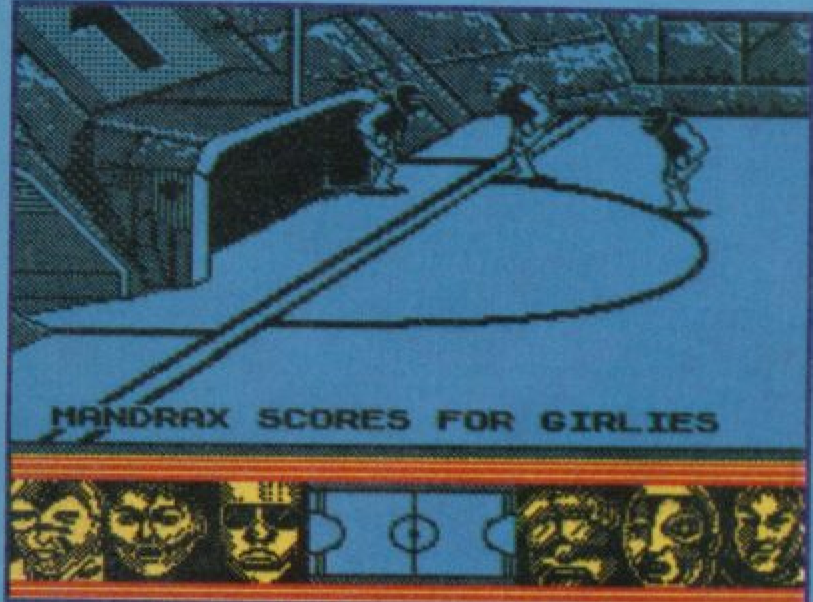
It is important to note that this is not Gary Lineker on Ice, far from it, in fact, there are all sorts of weird obstacles to watch out for like giant mushroomy thingies and gaping chasms in the perma frost.

The players can however avoid these by dodging and jumping. The idea is not new but it is the first of this type for the speccy. I'll be waiting for the release of Skateball because it really does look like it'll provide a few hours of genuinely exciting fun.

So, if you like that sort of thing, watch this mag for further info...

Streetdate: January 89
Price: £8.99 cassette/£14.99 disc





DIZZY'S TREASURE

Noooooooo! No more DIZZY games!

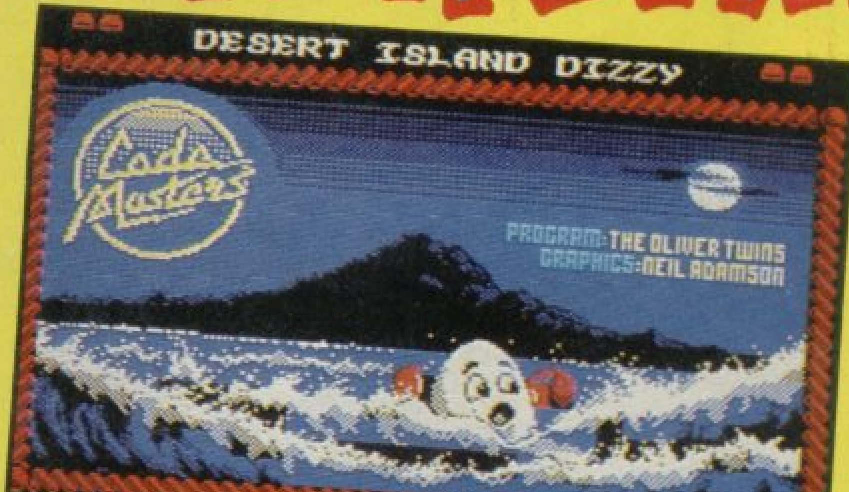
Unfortunately it's true. The latest episode of the long-awaited Dizzy saga is upon us. Heaven only knows that we've tried to deter them – by means that are far from uncertain – from mentioning the little thing any more, but to no avail.

The next installment is called Dizzy's Treasure Island and finds the green monster on an island, hopelessly marooned and destined to starve (hurrah!). In vaguely Everyone's a Wally style you have to waddle around the island, collecting things that need collecting and annoying journalists in a feeble attempt to escape.

Looks dreadful.

Well alright, it looks fine, but if we get one more press release about Dizzy...

Streetdate: December
Price: £1.99





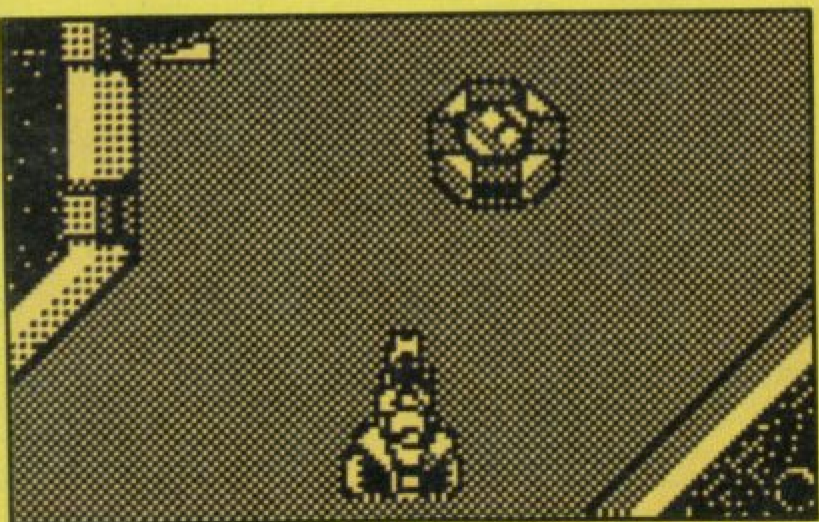


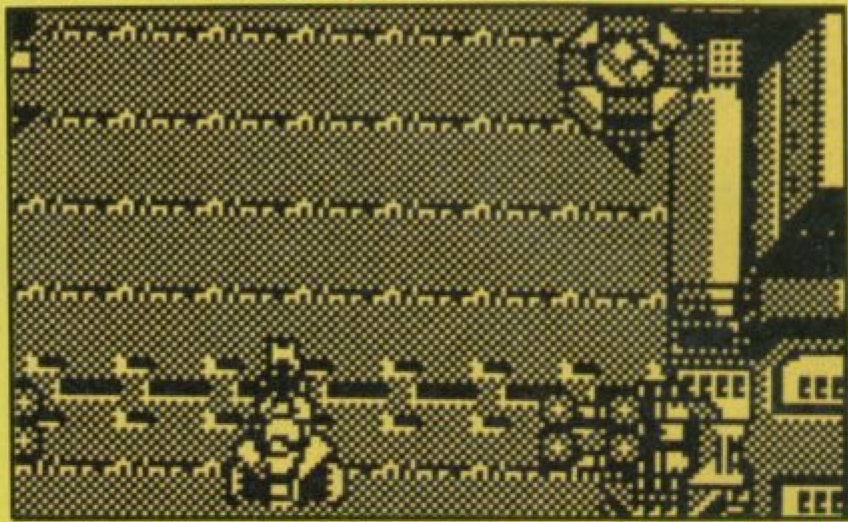
LAST DUEL

Soon to be racing your way is Last Duel by US Gold. The game is a bottom to top scrolling race/blast affair with all sorts of enemies, obstacles and perils to keep you amused. US Gold are also releasing another game which we all agree looks EXACTLY the same apart from the fact that the graphics have been changed, but because this is a preview we're only going on what we've seen so far.

Even so, I will go so far as to say that you would have to be totally knockyurst to buy both before reading the reviews. Either way, Last Duel looks like it'll be quite good in a BBRRRMMMMM, PEEEOOOWWWW, BRRRRRMMMMMMM, KAPOW sort of way, know what I mean?

Street date: January.
Price: £8.99





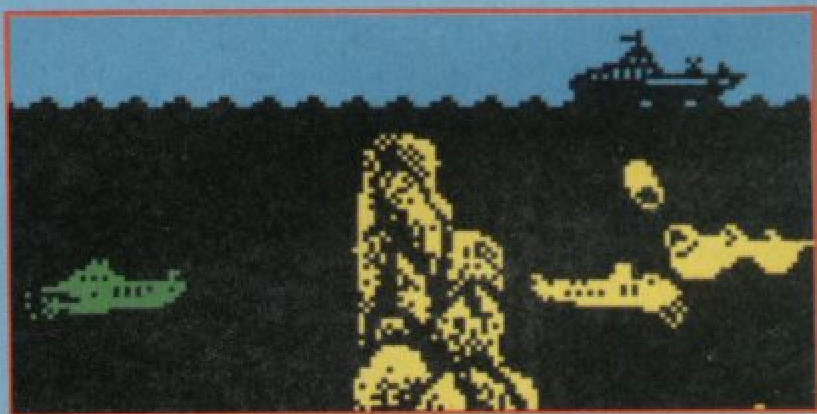
THE DEEP

Bip... bip... bip... BADOOOM! Sub-aqua nightmare! Under the tranquil surface of a sun-bleached sea a subterranean menace masses it's forces. Well you could have fooled me. There was I thinking this was a re-hash of Depth Charge Dan the pre-historic arcade game involving moving a motor boat around the top of the screen, dropping depth charges on hostile items below.

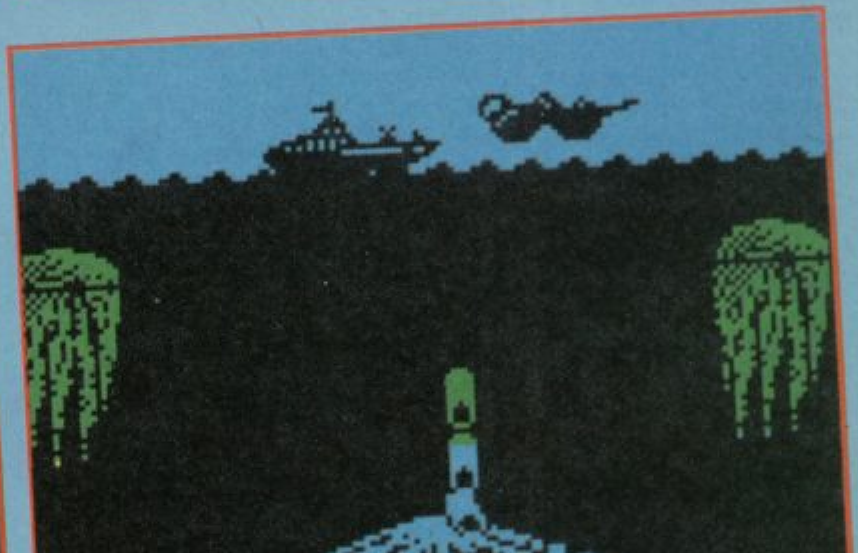
No. Apparently not. It's The Deep. You'll need split second timing as you drop your depth charges and fight back destroying enemy submarines armed with heat seeking missiles, floating mines and cruise missiles, they say.

While being perfectly willing to take USG's word, we'll print the pictures and ask you to draw your own conclusions. Review next month.

Streetdate: December
Price: £8.99.







VIEW

THUNDERBIRDS

4

Yes, they're back. Grains, Girgil, Lady Genelope, Garker and all the other ventriloquial veterans of Gerry Anderson's cult puppet series *Thunderbirds*.

You may have seen the awful Silverbird game of the show, but forget that entirely; the Grandslam version is going to be completely different, ooh honest.

All the Thunderbird machines and characters are going to be involved in a daring attempt to rescue a party of miners trapped underground which serves them right for having a party there in the first place.

The game looks great so far, but perhaps that's because all we've got to go on is the FAB cover painting by Steinar Lund. Programming is by Tecque (*Terramex*, *Flintstones*, *Pacmania*) and the package will include an IR badge.

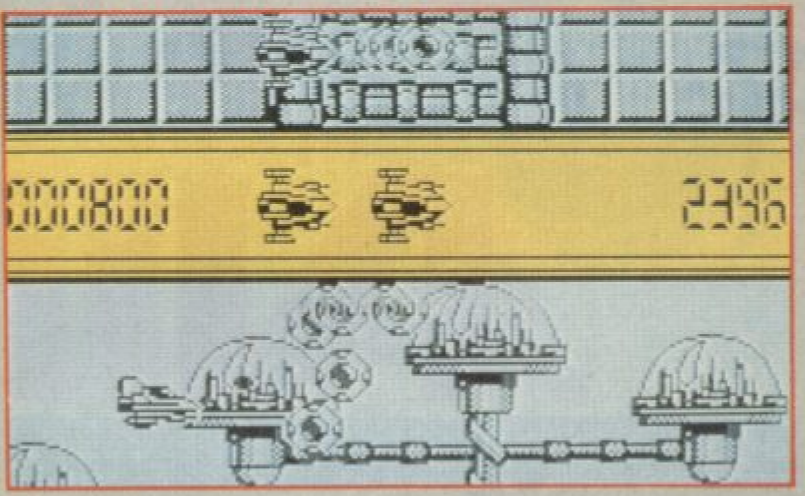
Streetdate: March 89
Price: £8.95



SANXION

Zapowee! Wossalvizthen? Issyer *Sanxion* innit? Yeh. Vem Falamuz peepol dunit yeezago onvee 64, anitz jusbaht t'emouton yeSpec ferver darf prize of £2.99 on the Rackitlabel. Spazechutaht. Intrestin 2-way vishals anlossaaxon. Grate. (Right. That's enough of the Esperanto previews thankyou, Jim – GT).

Streetdate: December
Price: £2.99

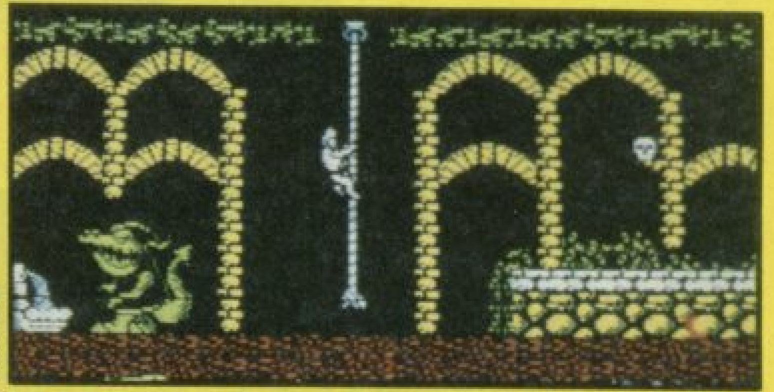


BUDGET SOFTWARE

Mastertronic Madness! Work, work, work! That's all they do at Virginmastertronicincorporated. They've got stacks and stacks of new releases on the way. They all cost the cheapy cheap price of £1.99 and are out immediately. So fnur.



Camelot Warriors

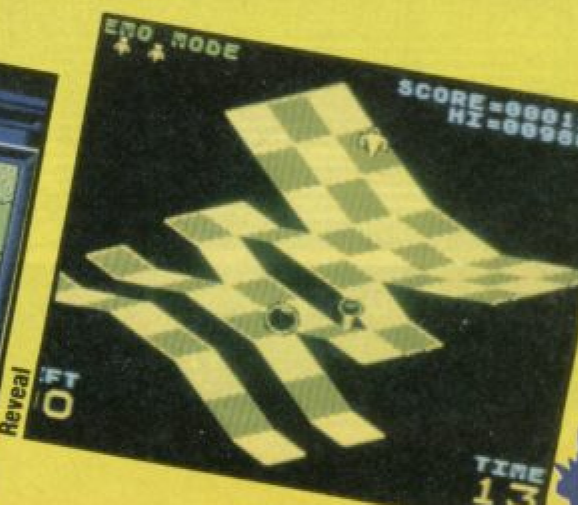


Nonamed



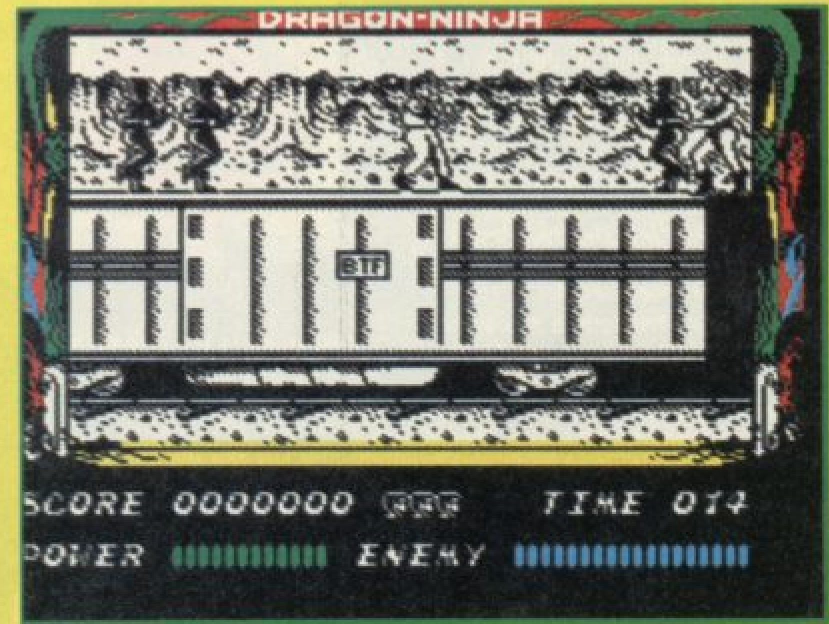


Rebel



Reveal

DRA NIN





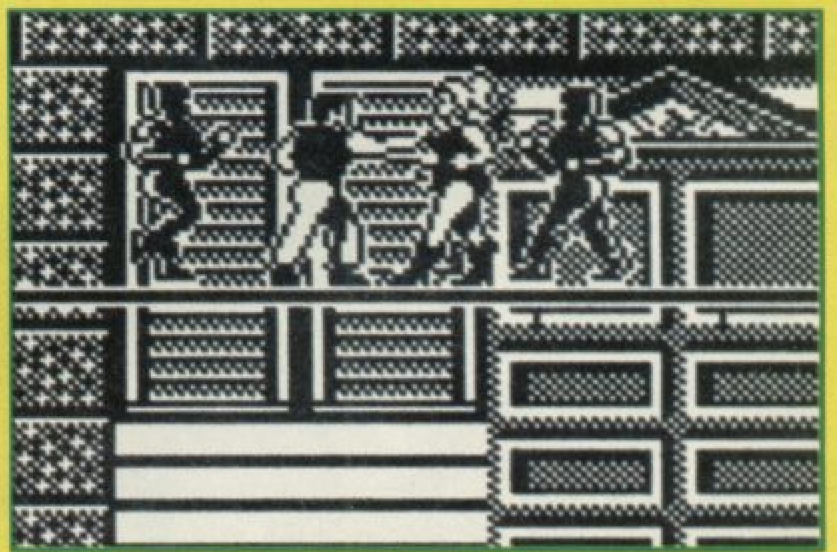
Drgon Ninja, or to give it its full working title, **Bad Dudes vs Dragon Ninja** is the latest coin-op conversion from those lovely people at Ocean. Not a lot of people have heard of it, but as a coin-op, it wasn't arf bad.

You are the **Bad Dude,** on a mission from some secret US intelligence group. The problem is, you see, the President himself has been kidnapped. Now, given the recent state of affairs, you wouldn't think that anyone would actually mind, but in a perfect world, the President of the US is a role model, a hero and everybody loves him. His kidnapper, the terrible Dragon Ninja, is probably the most ruthless assassin ever. Merciless, cold, unfeeling and a pain in the bum.

You have to pursue him through seven levels of violence, death, torture and all round kickings. The first level has you in the street, in search of the first of Dragon Ninja's clan. You are assailed by three types of enemy. The first, and most common are the ninja. These start off pretty easy to kill, but as the game progresses, they get harder and harder. When they begin, they walk on from one direction, kick you and walk off. On later levels they come back and attack you repeatedly until you die. The second enemy is the floozy. Dressed in suspenders and a bra, she attacks you, walks past, and then backflips to have another crack. The third is the dog. He runs along the bottom of the screen and if you happen to be there, he'll bite you. Simple as that.



As with **Rolling Thunder,** and believe me, this games does bear a passing resemblance, the game is mainly spread over two levels, and, with the exception of two screens, you can jump freely between them.



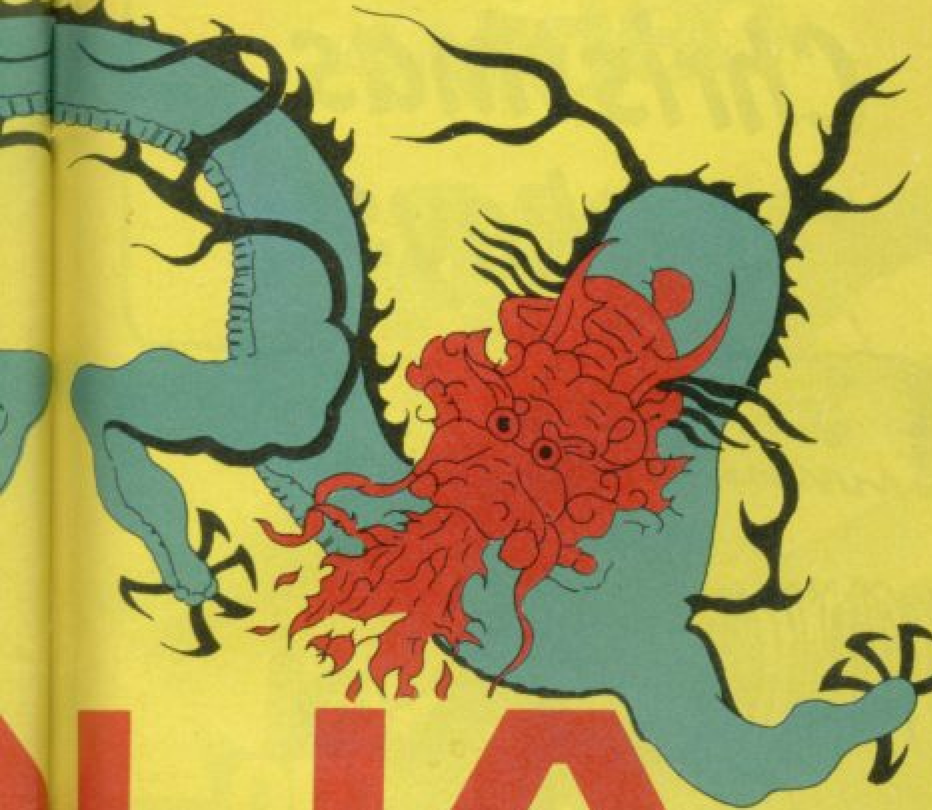


At the end of the first level, you meet Karnov, the first of DN's clan. Karnov, funnily enough, looks just like Karnov out of Karnov the game, apart from the fact that he's more than twice the size and a lot more deadly. Still, I suppose one drunken Russian looks much the same as another. It's no use leaping from level to level trying to avoid him, as he follows you. You also have a limited amount of time as well, so it's best to get the job done as quickly as possible. Karnov has two attack moves. The first is just a basic punch, which does some pretty serious damage. The second involves him stepping back, taking a huge breath and then blowing a flame out at head height. Pretty heavy stuff. Manage to kill him, and then you move onto level two.

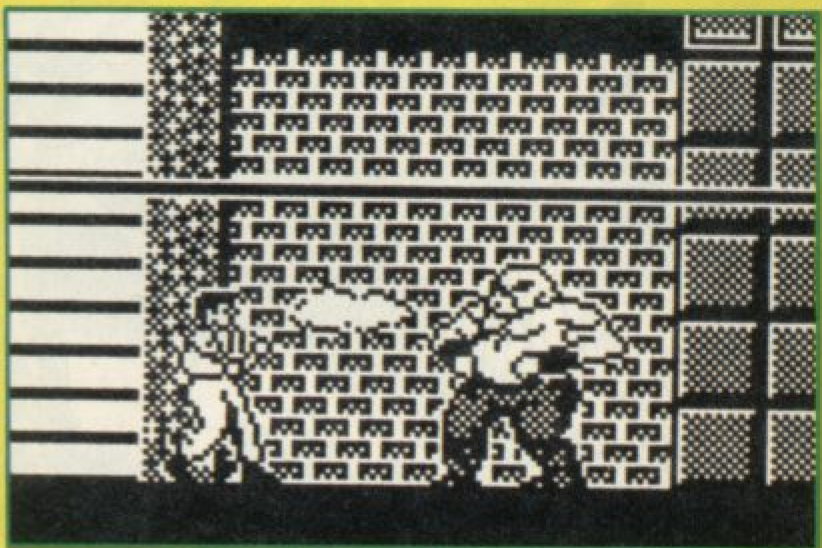
Level two involves racing along the tops of a convoy of trucks, driving from left to right. You are attacked by all the same baddies as in level one, only now they are already starting to get a little more difficult. It's also a little harder because you can't jump down to the lower level.

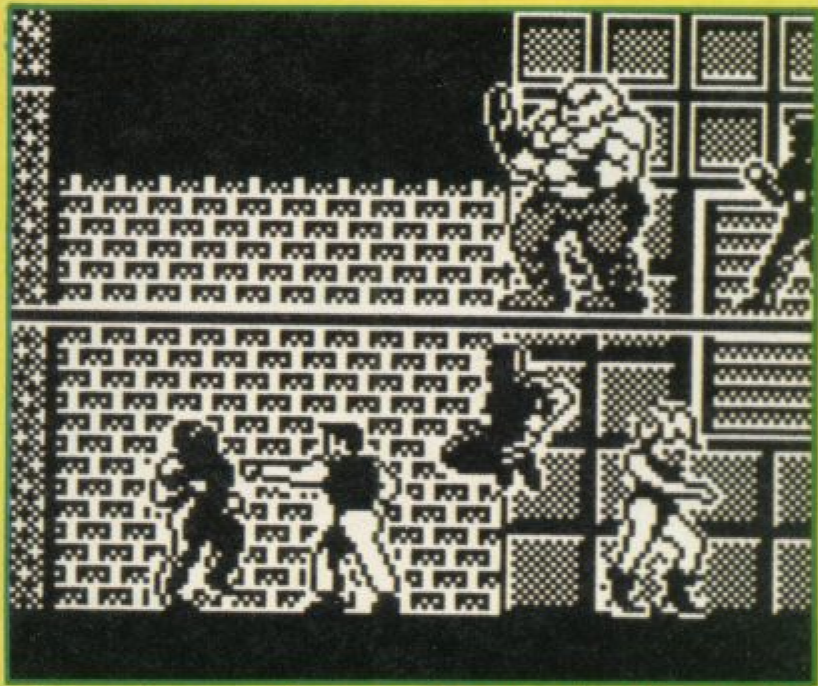
At the end of the level, the

AGON



NJA





computer takes control as you leap off the front of the truck and confront the second of the clan, Claws. Claws, as his name suggests, simply walks towards you and tries to claw you to death.

Then you're onto the third level. This is much like the first, the only main difference being that you are now in a sewer. At the end of the level is a super ninja, who splits into five, four times. Once you have destroyed all 20 ninja, then it's into the forest.

The forest is the same as levels one and three, apart from the fact that it has a new nastie.



A fire-man (a man on fire, no less) runs along the levels, and should he touch you, you lose energy. At the end of the level is Animal, a spike covered robot, who spins at an amazingly fast rate and whips you with his spikes.

Into the caves you go to meet all the usual ninja and things, and finally you get to fight Pole,



who does all the stuff that Animal does, except that this time he does it with a six foot piece of wood.

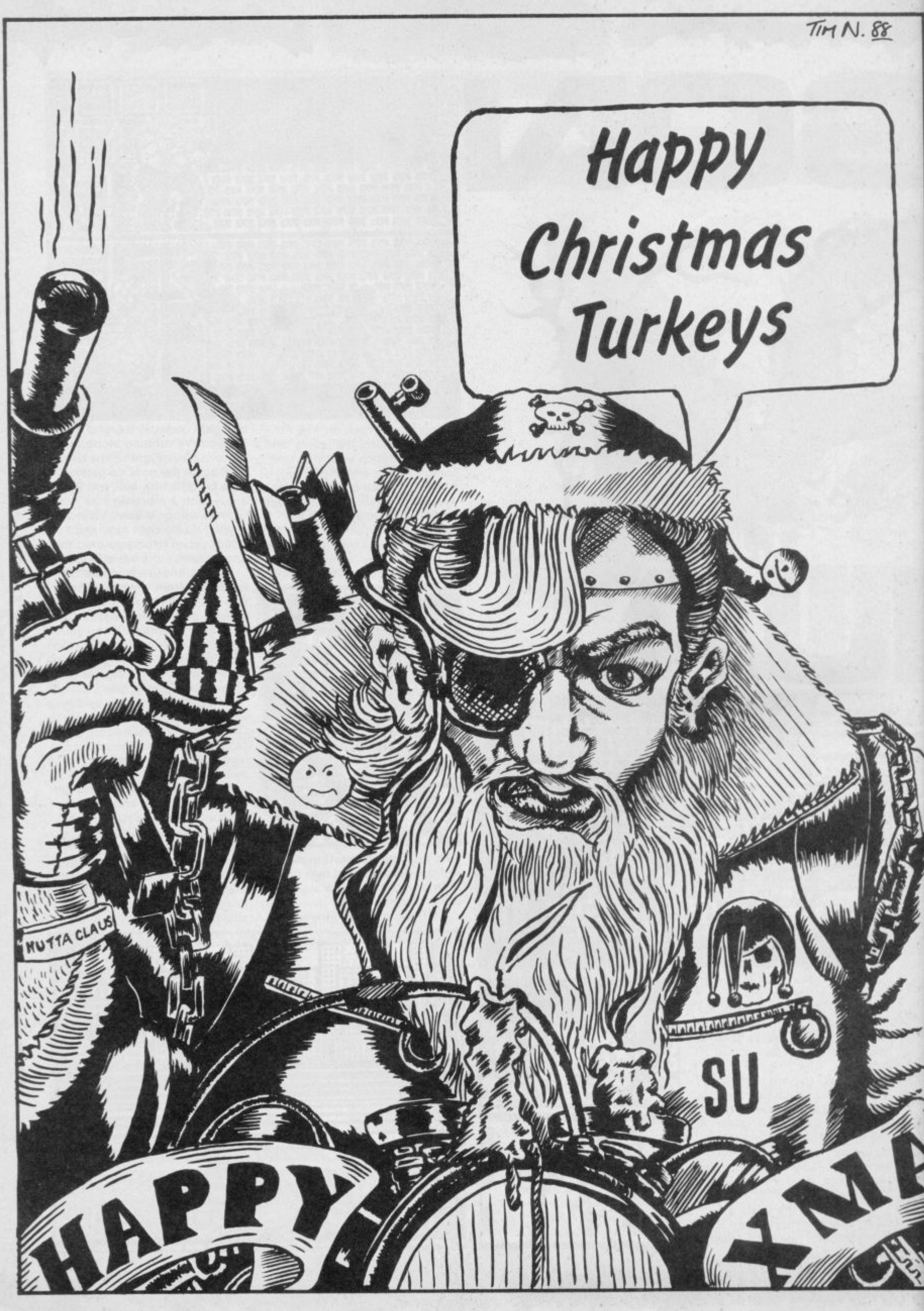
It's back onto the single level bit again on level six, and this time you're running along the top of a train. Fight all the usual stuff again (by now it's getting a little bit difficult), and you fight a guy with a morning star (spiked ball on a chain) and a scythe. If you beat him, and I doubt you will, you go onto the final screen – the warehouse.

The warehouse is where it all happens. Want to know what you get to fight? All of the Dragon clan all over again. One at a time, of course. Then you fight Dragon Ninja himself, who you find sitting quite happily on a helicopter runner throwing little balls of fire at you.

As a conversion, the Speccy version ain't bad at all. Graphically it is quite recognisable, and the end of level nasties are particularly well defined.

It is difficult, being as you get a short time limit and a small amount of energy to start with. Some ninja, when kicked, drop something. Some drop a kife, some drop a chain. The really helpful ones drop little capsules that either give you extra time or extra energy. Pretty good stuff■




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GREMLIN'S TRUE FACTS

TEN THINGS YOU DIDN'T KNOW ABOUT THE SPECTRUM*

1 It was originally going to be called the Dobbin

2 By typing in *Print Randomise Usr* 30715 you get a special mode on the machine which turns it into a supercomputer twelve times more powerful than the Amiga

3 It used to control Russian Satellite Defence systems

4 Alan Sugar used to write a Spectrum machine code section in Popular Computing Weekly called 'Ask Al'

5 The reason the first Spectrums had useless sound was because Sir Clive Sinclair is tone deaf and hates music

6 Among the famous people who own Spectrums are:

Norman Wisdom – *star of stage and screen*

Chuck Berry – *50s rocker*

Brian Wilson – *genius behind that Beach Boys surfing sound*

Bros – *major league, certainly not one minute wonder pop group*

7 It is illegal to sell Spectrums to Eastern bloc countries or Belgiums or Norwegians

8 Wayne Smedly hasn't got one. Or a Spectrum come to that

9 The very first piece of Spectrum software ever commercially released was 'Learn Swedish'

10 Articles on Vicars who use their Spectrums to work out Hymn numbers are very boring. Sinclair User printed at least one.

** Not true in the strictly logical, empiracle sense.*

GREMLIN'S GUIDE TO PRESENT RECEIVING ETIQUETTE

Don't say any of the following on getting a gift you do not want:
"Shove it Grandma I've already got one"
"This is rubbish! What sort of prat would get me this?"
"Oh yeah, well you had to get the smallest one didn't you – what are you poor?"
"What are you? Colour blind?"
"Well I suppose I can always sell it down the market"
"Excuse me I think I'm going to be sick..."
"What a disappointment – it looked so nice when it was wrapped up"
"I'm glad I didn't get you anything..."
"God you must hate me..."
"Ha ha ha, good one, now where's my real present?"

TEN CHRISTMAS PRESENTS GREMLIN DOES NOT WANT

1) Anything with My Little Pony in it
2) That stupid game called 'Operation'
3) The US Gold "twenty five million years of US Gold" double cassette enormously-over-the-top-box
4) Operation Wolf (this is a small lie actually)
5) That funny thing for getting fluff off pullovers
6) The disgustingly horrible Eastenders Hymn
7) Any badges that say "Don't worry: Be Happy"
8) An ET Video. (Oh come on you don't really like it do you?)
9) A digital reverb* (actually this is a really big lie)
10) A years subscription to any other magazine than Sinclair User (OOOO Yuk – GT)

SU WISHES A VERY MERRY CHRISTMAS TO EVERYBODY IN THE ENTIRE WORLD*
***Except Wayne Smedley because we still don't like you Wayne**

Gremlin Caption Competition No 24

Not a bad response to this one, Gremlin guessers. The sight of the Codemasters boys jumping up and down filled some of you with a host of entirely OK ideas. Some were bizarre, "Oh David I thought the doctor had taken you off flight simulators" (thank you Leigh Loveday), some were clever but not funny, "I'm getting very DIZZY" (Carl Redfern) and one was tawdry, chock full of the kind of juvenile humour that makes parents write to us. Naturally that one won. So twenty pounds will be winging its way to Steven Martin of Palmers Green for this, "Here we see David Darling demonstrating Codemaster's new game 'baked bean eating contest simulator'."





Caption Competition 25

Next Month's Compo

Here's a nice easy one for you. These two people have obviously got something to celebrate but what are they really saying or thinking? Why is the man on the left winking at us? What is the man on the right really pointing at? Unspeakably funny captions to the usual address ie Sinclair User, Gremlin Caption Compo No 25 (Honestly my caption is genuinely funny) 30-32 Farringdon Lane, London EC1R 3AU. Closing date 2nd January 1989.



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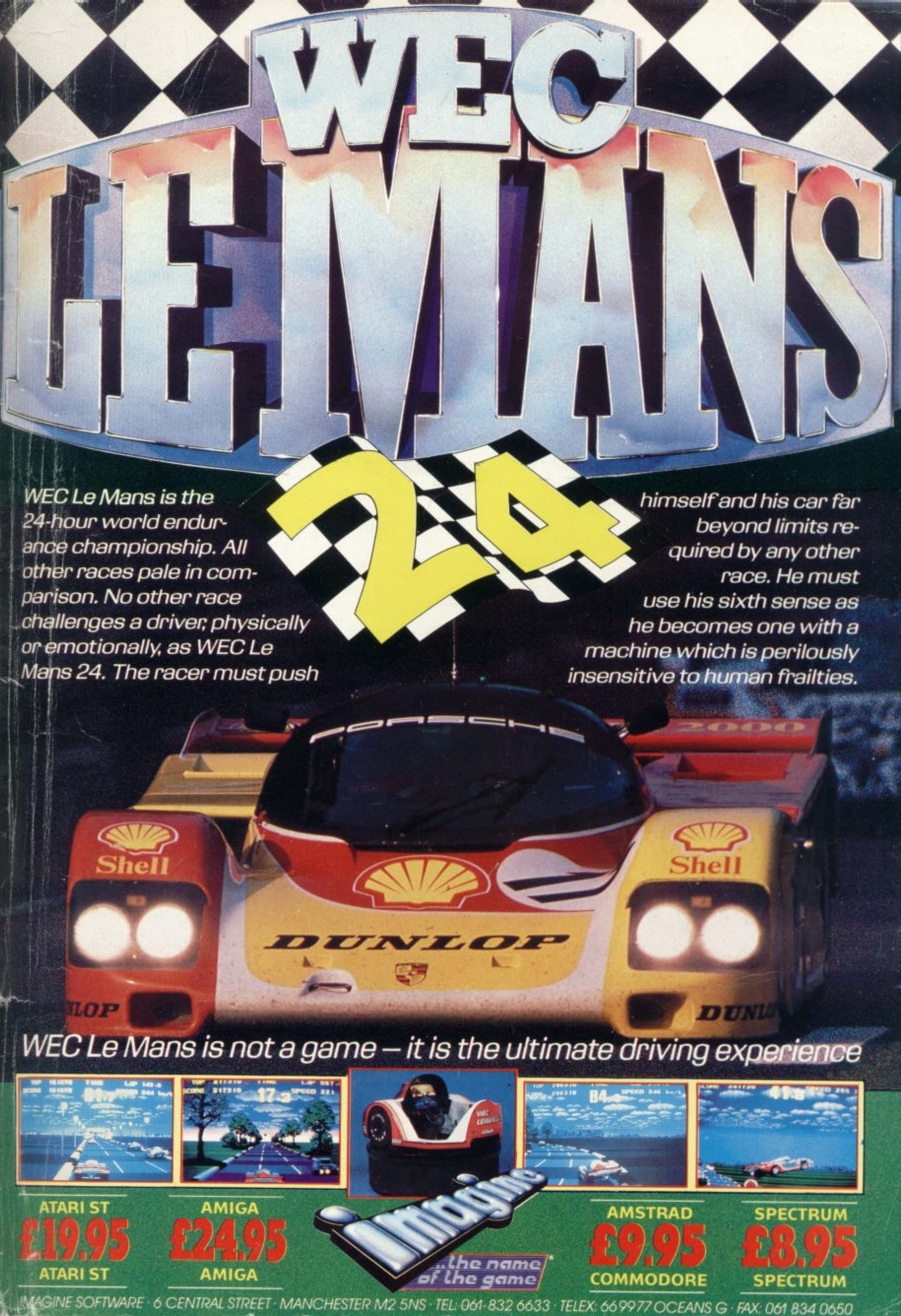
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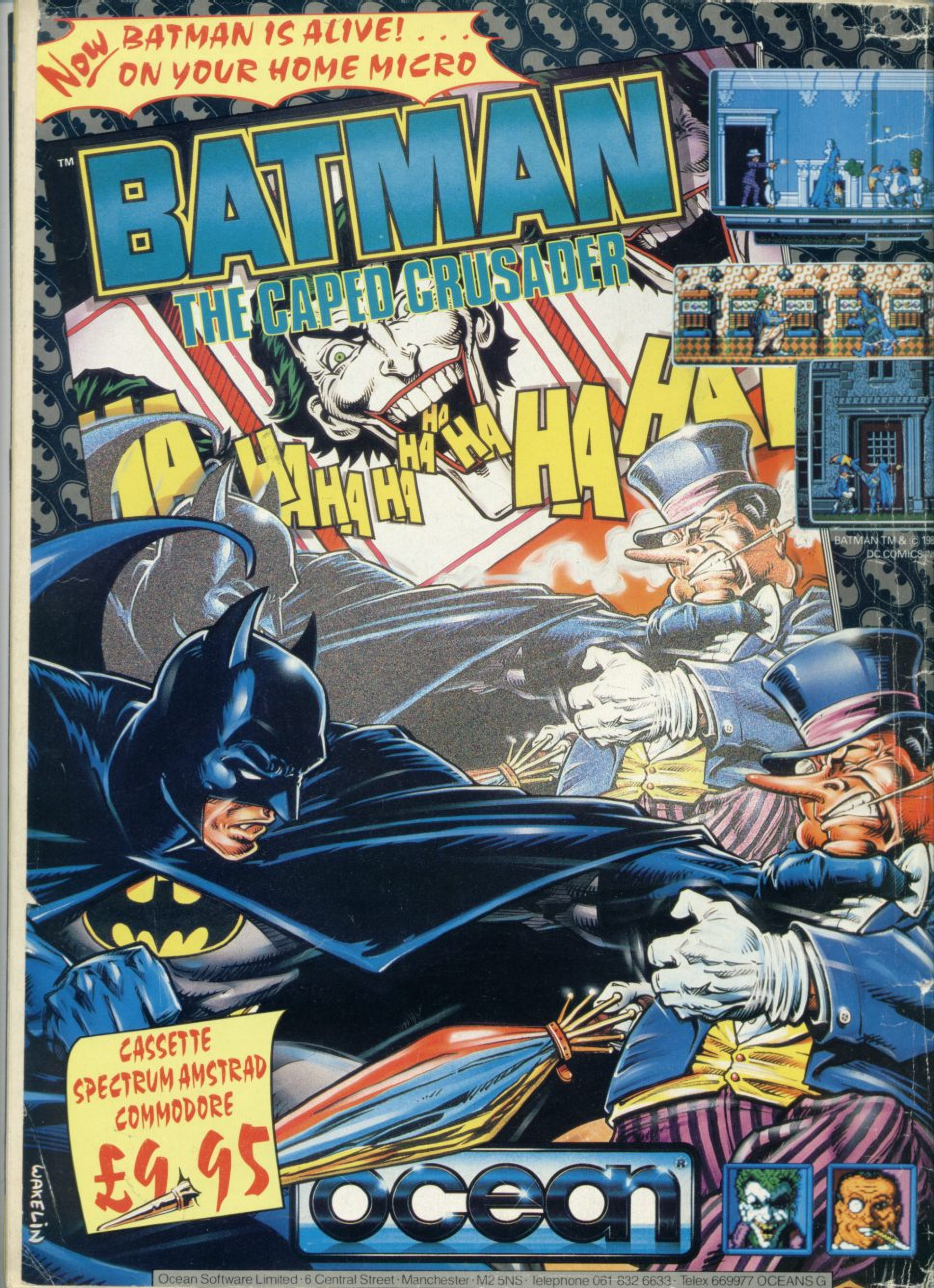
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